

ADVANCED HEROQUEST



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THE QUEST FOR SONNEKLINGE

by Andy Warwick

The first thing you should do if you plan to run the Quest for Sonneklinge is to read the whole thing, so that you can familiarise yourself with the dungeons, work out what the Heroes' responses are likely to be, and plan the monsters' tactics.

Once you're ready to play, read out the following text. This is the basic story behind the Quest. The GMs information section gives you some additional details that the Heroes don't know - yet.

Prince Karad von Carron was a Hero known throughout the Old World. His victory over the Goblinoid Hordes that attacked the town of Carroburg is the stuff of legend. The tale has tripped across the tongues of bards for centuries, and is told in inns and public houses all across the Empire. Even his death at the hands of the Ogre Ratgot Dwarfmangler in the final, climactic moments of the battle, when the fatally wounded Ogre managed to slash Karad's throat wide open, couldn't taint his memory. His burial in a tomb deep in the Skaag hills was an event of great sorrow for the people of Carroburg.

Since then the hills around the town have been relatively free of Goblinoids. Until recently that is. Within the last few months the town has been attacked on no less than three occasions. Each time the casualties were higher and the damage greater. The town council, presided over by Karad's great, great, great grandson,

decided it was time to take action: they called for help from local adventurers. You were the only ones to answer their plea.

Erich von Carron reveals that he was visited in his bedchamber by the ghost of Prince Karad. Erich explains that his ancestor's soul is wandering the earth because Sonneklinge, the sword with which Dwarfmangler was slain, has been taken from Prince Karad's grave.

He goes on to explain that the Orcs who've been attacking the town are the same Orcs who've been involved in minor skirmishes with the town foresters for years. And now the Orcs now have a new leader, the Orc Warlord who once led them, Gragath Rogant, has been replaced by Hogrod Trollslasher, a fearsome Ogre Chieftain from the same foul line that spawned Ratgot Dwarfmangler.

Erich asks you to enter the abandoned Dwarven town of Kazrad-Kain, which is where the Orcs make their lair, and retrieve the sword. He explains that only by replacing it in the Prince's Tomb will his ancestor's soul be laid to rest. Finally, he also warns you that you must not remove anything from the Tomb, as Prince Karad has set a curse upon the treasure.

Then he wishes you luck, and hands you a map that shows the entrance to Kazrad-Kain.



GM'S INFORMATION

The sword has indeed been stolen. On the advice of Hemler Rottingflesh, the Chaos Sorcerer of Nurgle who is ultimately responsible for Hagrod's sudden rise to a position of power, the Ogre sent a band of Orcs to loot Karad's tomb. Hemler assured him that if he possessed the sword he would be able to cast a spell powerful enough to raze the town of Carroburg to the ground.

But Hemler lied; or rather he had too much faith in his own abilities. Now the sword lies useless in the Ogre's stronghold while the Sorcerer works out what to do with it.

Meanwhile, Karad's eternal rest has been disturbed. He walks the streets of Carroburg in the middle of the night, a translucent figure emitting a wailing shriek of anger as he calls for justice and revenge.

It is up to the Heroes to retrieve the sword and lay Karad's soul to rest. Even then, there is one last surprise in store...

Running The Quest

The first thing the Heroes must do is enter the Ogre Chieftain's Stronghold and retrieve Sonneklinge. They should explore the first two levels of the Stronghold, searching for the stairways that lead them down to the Ogre's Halls and the room where the sword is kept. They don't have to do this all in one go; Erich is quite happy for them to stay in the town between expeditions. Even though the Heroes were the only ones to answer the council's plea, there are still a large number of people the Heroes can hire as Henchmen.

The Sorcerer of Nurgle in the Ogre Chieftain's Stronghold is a member of the Jade College. He has the following spells: The Green Eye, The Pool of Many Places, The Cloak of Dainne and The Emerald Waterfall. He has enough material components to cast each spell once.

If the Heroes do not leave the dungeon, when they return the Lairs and Quest Rooms are re-stocked with monsters. Only killed character monsters and treasure (except that which the monsters carry) are not replaced.

Once the Heroes have found the sword they must take it back to Prince Karad's Tomb. The objective on the first level of the Tomb is to find the stairs down to the Prince's Burial Chamber.



Unfortunately, having been dead for so long, the Prince and his retainers cannot tell the difference between their enemies and the Heroes; the mere presence of the Heroes in the Tomb means the Heroes are attacked by the soldiers that died at Karad's side, and that share the tomb with him.

Once the sword is replaced the Heroes probably think the quest is over; this is when you should spring the final surprise on the players. Even with the sword returned, the Heroes are still in the tomb and are therefore considered to be enemies. The Heroes must escape as quickly as possible, before the dead rise again and kill them all.

Traps, Hazards and Magic

The Quest for Sonneklinge includes new traps, hazards and the basic spellbook of the College of Jade Wizards.

The new traps and hazards can either be used on their own, or combined with those in the *Advanced Heroquest* rulebook so that you can use them in your own quests.

The extra spells can be used to create Wizards aligned to the Jade College in exactly the same way the *Advanced Heroquest* rulebook gives details for creating Bright Wizards. The table below lists the cost of the various spells of the Jade College.

JADE WIZARDS' SPELLS COST TABLE

ADDITIONAL SPELLS

The Jade Casket	100 GCs
The Emerald Fountain	125 GCs
Hand of Decay	175 GCs
The Thousand Cuts	200 GCs
Mist of Speed	150 GCs
The Emerald Waterfall	200 GCs

Have you got any ideas for *Advanced Heroquest*?

If so, we'd like to see them. They can be new traps, hazards, spells, or even whole quests.

Your submission should be typed (use double-spacing and 40mm margins), and can be of any length up to about 4,000 words. You should send a photocopy of your submission, along with any maps or diagrams that are required to:

Advanced Heroquest Material, Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL.
Please include a SSAE if you want your submission returned.



THE OGRE CHIEFTAIN'S STRONGHOLD

The halls of Kazrad-Kain, once a thriving Dwarven community, are now home to a number of Orc clans held together under the merciless leadership of Hograd Trollslighter, an Ogre Chieftain of considerable fame.

Like most Orc living quarters, the halls are in a serious state of disrepair: the doors are ill-fitting and battered and water seeps through the floor. The floors are covered in a thick layer of dirt and waste, and the air is damp and stale. To an Orc this is paradise: to a Hero it is torture. However, it is a torture they must endure if they are to find Sonneklinge.

The Ogre Chieftain's stronghold is on three levels. On the first two levels the normal rules for setting up and dungeon creation apply. The third level is a Quest Location and is shown on the GM map.

CHARACTERS AVAILABLE

The Ogre Chieftain's stronghold contains three characters: Gragath Rogant, an Orc Warchief; Hemler Rottingflesh, a Chaos Sorcerer of Nurgle; and Hograd Trollslighter, the Ogre Chieftain himself. The characters available on each level of the dungeon are listed below. When the Heroes enter a new level take the relevant character, plus any from previous levels that are still alive. Gragath Rogant, however, cannot be used on the third level.

Level	Character
Level One	Gragath Rogant, Orc Warchief
Level Two	Hemler Rottingflesh, Chaos Sorcerer of Nurgle
Level Three	Hograd Trollslighter, Ogre Chieftain



FIRST & SECOND LEVEL

Stairs Down: If these are rolled up as a passage feature, they are replaced by stairs out.

Quest Rooms: Roll on the *Quest Room Table* to find the contents of each Quest Room. In addition, roll a dice to see if there are any stairs down to the next level in the room; on a score of 1-4 there is a set of stairs down, on a score of 5-12 there isn't.

Hazards: When the Leader determines that a room contains a Hazard, roll a dice; on an even score roll on the *Hazard Table* from the rulebook, on an odd score roll on the Hazard Table included with this Quest, adding +2 to the dice roll.

THE HALLS

Having struggled through the upper levels, the Heroes find that the conditions in the Halls themselves are even worse: the Heroes must wade through a thick carpet of mud, bones, rusted armour and dirt as they search for the sword.

When the Heroes descend from the second level, they enter the area shown on the GM map: the Ogre Chieftain's Halls. The following special rules apply here.

Exploration Turns: You should use the GM map to lay out the new dungeon sections as the Heroes explore. It also tells you what monsters are in each room.

Dungeon Counters: You may not use any trap, wandering monster, ambush or character monster counters in the Halls (however, see *Character Models* below).

Traps: Traps are marked on the map. Each trap is set to go off when the Heroes enter the square or squares marked as the *trap trigger*. The roll to see if a Hero spots the trap is made when he enters the trap's square.

Combat Turns: Monsters in the Halls can open doors; if a door is opened, refer to the map to place any newly-revealed sections and monsters.



Character Models

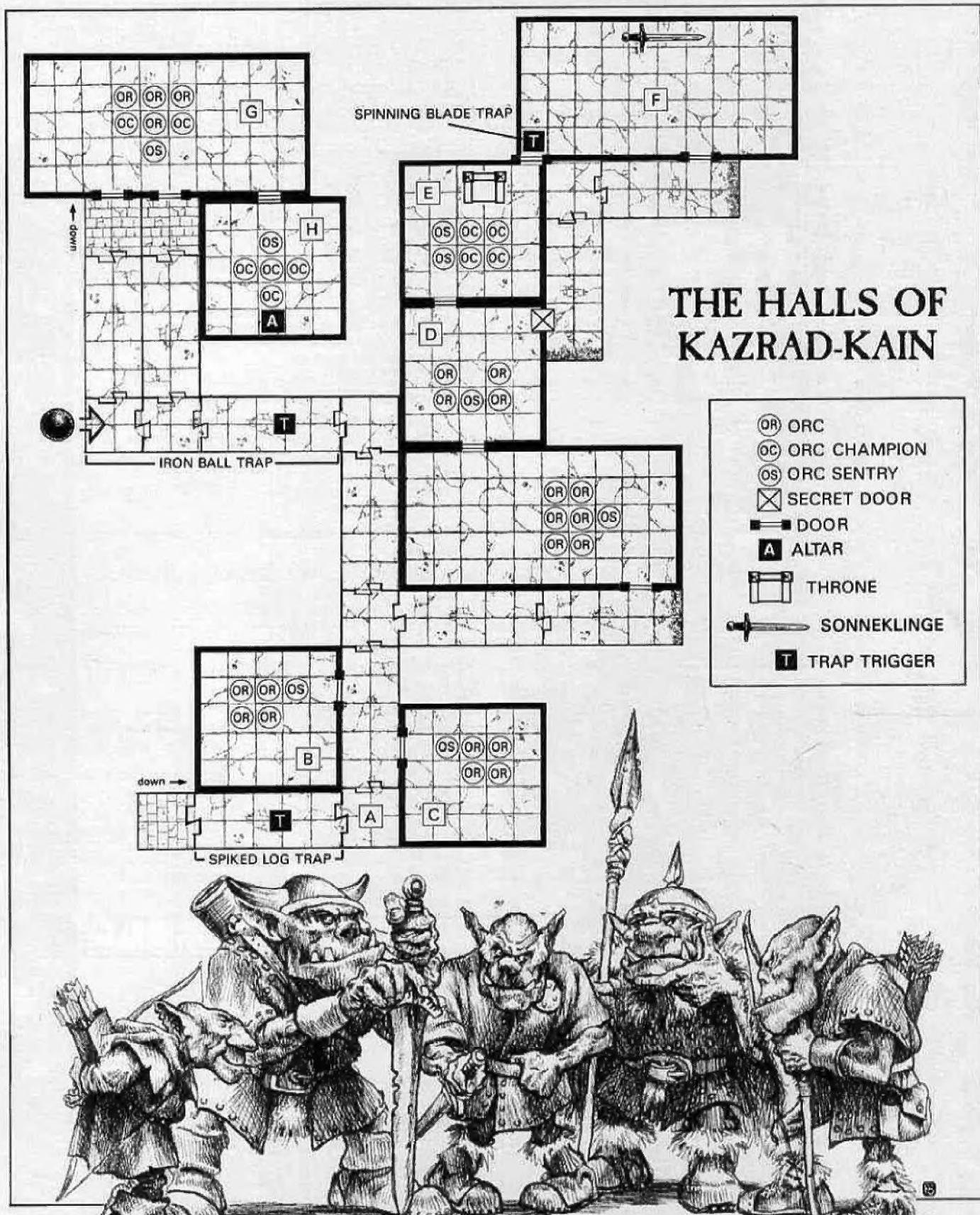
At the start of the Ogre Chieftain's Halls, take the Ogre Chieftain character monster counter. This may be played at any time when placing monsters.

If the Chaos Sorcerer of Nurgle is still alive when the Heroes reach the Halls, he may also be played when placing monsters.

The Orc Warchief, even if he is still alive, may not be played here.

Location A

If the trap in the corridor isn't spotted and disarmed the Orcs in rooms B and C will be aware that the Heroes are approaching. When they reach point A the Orcs will fling open the doors to rooms B and C, rush into the corridor screaming at the top of their voices, and attack the Heroes. If the trap was disarmed, the Orcs won't come out, and will be automatically surprised when the Heroes attack them.



Locations B & C

These are the Orc guard rooms, and are the first line of defence in the Ogre Chieftain's chain of command.

Location D

Location D contains the first half of Hogrod's bodyguard. Their objective is to delay the Heroes until Hogrod himself can be warned of their presence; they can do so by opening the door to room E, as the noise of combat is sufficiently loud to alert their Chieftain.

Location E

This is the Ogre Chieftain's Throne Room. If he hasn't been alerted that the Heroes are here, read them the following text as they enter. If the Heroes have met Hogrod, only read the first paragraph.

While this room, like the others, is strewn with bones and dirt, some attempt has been made to clear the floor of the worst rubbish; this room is obviously more important than the rest.

When you see the great wooden throne pushed up against the opposite wall you know why: sitting in it there is a large Ogre, dressed in thick chainmail and armed with a huge sword. This is the Throne Room of the Ogre Chieftain himself.

Unless he has already been used elsewhere or has already been killed, Hogrod should be placed on top of the throne floorplan at the start of this battle.

Location F

This is the room that contains Sonneklinge. When the Heroes enter read them the following:

Directly opposite you, lying flush against the wall, there is a low, stone altar. Lying on its surface there is a long-handled sword made of a strange-looking red metal. In its pommel there is a milky-white gem glowing with a pale light that throws strange shadows around the walls.

You have found Sonneklinge.

Location G

Locations G and H are a Chaos Temple dedicated to Nurgle. This is where Hemler is usually found; if he is still alive, he may be played when you place the Orcs in these rooms. The monsters here are never surprised.

As soon as the Heroes open either door you should read the following text:

You are immediately struck by the stench of decay and disease that assails your nostrils. The smell is awful: it is like the stink of a thousand corpses rotting away.

The floor is thick with slime and waste material, bubbling slowly as if it is boiling from within. A pale green mist rolls around the room, easing out of the door into the passageway.

The symbol roughly gouged into the wall opposite reveals you have stumbled across a temple to Nurgle: the Chaos Power of Decay.

Location H

This is the temple itself. Read the following as the Heroes open the door.

The door to this room seems reluctant to open; only when you put all of your weight behind it does it respond. As you ease it back a thin curtain of slime spreads between the door and the frame.

Looking into the room your eyes are immediately drawn to the far wall. A huge stone altar, covered in mucus and moss, juts out of the wall. Lying on the top there is a pile of treasure, the glint of the coins barely visible beneath the dirt and excrement.

You should roll three times on the *Treasure Chests Table* to determine the treasure on the altar.

SONNEKLINGE

Sonneklinge is a magic weapon and can only be wielded by Human Heroes with a strength of 6 or more, although anyone can carry it. It adds +2 to the wielder's Weapon Skill, +2 to his Strength, causes criticals on a hit roll of 11-12, and causes a fumble on a hit roll of 1.

It can be used against any monsters or characters, with the exception of the Prince Karad, on whom it has no effect.

LEAVING THE HALLS

Once the Heroes retrieve Sonneklinge and get out of the dungeon they are rewarded with 1 Fate Point. They must now enter Prince Karad's Tomb and return the sword into Prince Karad's possession.



PRINCE KARAD'S TOMB

Prince Karad's Tomb has been sealed for many years. Only recently has anyone dared to disturb the eternal rest of those that lie entombed inside. Until now, only the dead have walked the long-abandoned corridors.

The air within the Tomb is dry and stale, and the doors are rusted with use. The whole place exudes an aura of calmness and stillness. The rooms are plain and featureless, and one looks much like any other. The whole place is bland in the extreme.

The Tomb is on two levels. On the first level the normal rules for setting up and dungeon creation apply. The second level is a Quest Location and is shown on the GM map.

CHARACTERS AVAILABLE

Prince Karad's Tomb contains two characters: Dolf, Prince Karad's lieutenant, and Prince Karad himself. However, only Dolf may be encountered anywhere in the tomb; Prince Karad is unable to leave the room that contains his coffin.

Dolf is an Undead Champion, and is represented by the Undead Champion character counter that comes with the game. You should take him as soon as the Heroes enter the first level. He may be played anytime you place other monsters.



FIRST LEVEL

Stairs Down or Stairs Out: If these are rolled up as a passage feature, they are replaced by a dead end. Roll a dice; on a score of 1-6 there is a Wight in the dead end (see the *Hazards* section for details of Wights).

Hazards: When the Leader determines that a room contains a Hazard, roll a dice; on an even score roll on the *Hazard Table* from the rulebook, on an odd score roll on the new *Hazard Table*.

Quest Rooms: Roll on the *Quest Room Table* to find the contents of each Quest Room. In addition, roll a dice to see if there are any stairs down to the second level in the room; on a score of 1-6 there is a set of stairs down, on a score of 7-12 there isn't.

THE BURIAL CHAMBER

When the Heroes descend from the first level they enter the area depicted on the GM map: Prince Karad's Burial Chamber. The following special rules apply here.

Exploration Turns: As soon as the Heroes enter the Burial Chamber, the whole level should be set out at once. The map tells you where the Prince's retainers start.

Dungeon Counters: You may not use any trap, wandering monster, ambush, escape or character monster counters in the Burial Chamber.

Hidden Treasure: The Heroes may search for hidden treasure in any room. Don't roll on the *Hidden Treasure Table* when the Heroes search; instead you should refer to the location description which tells you if the Heroes find anything. If the Heroes take anything, note how much they take and refer to *Leaving the Tomb*.

Combat Turns: During combat turns the Prince's retainers can move between the rooms of the Burial Chamber at will.

Character Models

Unless Dolf, the Prince's lieutenant, has been killed in another part of the Tomb, when the Heroes reach the Burial Chamber he is placed in location A. Refer to the relevant room description for information on how he is used.

Location A

As the Heroes descend the stairs and enter the double width passageway leading to this room, read them the following:

The steps here are thick with dust, muffling your footsteps as you carefully descend into the Prince's Tomb. Along the walls you can see the shields of the Prince's family, and those of the retainers that died by his side in the battle of Carroburg. You are entering the resting place of a great Hero.

The room is a large open hallway with a tall vaulted ceiling. When the Heroes enter the room read the following text out loud:

As soon as you pass beneath the archway and enter the room itself you are struck by the stillness of the air; it is stale and musty and, save for the recent intrusions, hasn't been disturbed for many years. Even the Orcs who stole Sonneklinge must have entered very cautiously, for they have destroyed nothing and have barely disturbed the carpet of dust that covers the floor.

The walls of the room are hung with battered paintings depicting the Prince's life. Even in their present condition, they show that the Prince was a fine figure of a man and an able fighter. His final battle must have been hard-fought, and his glory well-deserved.

As soon as you have finished describing the scene to the Heroes, bring their attention to the Skeletons of the Prince's retainers in the adjoining rooms - the Skeletons are moving!

The retainers, 11 Skeletons and Dolf (if he hasn't already been killed), move from the adjoining rooms and attack the Heroes.

The ten paintings on the walls are worth 75GCs each, for a total value of 750GCs, while the retainers have gold chains worth a total of 500 GCs. However, see *Leaving the Tomb* if the Heroes take any of this treasure.

Location B

This is Prince Karad's final resting place. It is crammed with articles of wealth, indicating how important he was when he was alive.

Read the following text to the players when they reach this room:

As you enter the Prince's burial chamber you can only stare in wonder at the treasures that surround you, carefully placed on thick pads of velvet or hung from gold chains that are strung across the walls.

However, the most striking feature of the room is the alcove about four feet above the lid of the Prince's coffin. There is a deep hole in the wall about six feet square and a foot deep, at the top of which there is a gold shield with the crest of Prince Karad picked out in purple gems and filigree work. Below, lined with purple velvet, there are two brackets - one at either end of the alcove. You are certain that this is where the sword came from.

To determine the treasure that this room contains you should make 5 rolls on the *Treasure Chests Table* in the rulebook. As long as the total worth of the goods here does not exceed the amount

rolled, they can be anything you like. You might, for example, replace 100GCs with a painting of the same value.

Of more immediate interest to the Heroes however, is the alcove in the wall above the coffin:

The Hero holding Sonneklinge can replace the sword in the alcove. If he does so the gem at its pommel suddenly flashes with a bright, white light. If there are any of the Prince's retainers still active they immediately stop attacking the Heroes. They stand motionless for a few seconds, and then slowly walk back to their rooms and return to eternal rest. Any Skeletons that have been killed remain where they are - for the moment.



For a few minutes you should let the Heroes think that the Quest is over. Tell them how quiet everything is, and peaceful now the dead have returned to their long sleep. You should aim to shock them when you spring the final surprise.

Just when they are least expecting it, announce that the lid of the Prince's coffin is moving.

As the Heroes look at it, the lid eases forward and drops to the floor with a resounding crash. Slowly - very slowly - Prince Karad himself rises up and climbs out of his coffin.

Unless the Heroes leave the tomb immediately, Prince Karad attack them as intruders. At this point all of the retainers, including those killed, rise again and assist their master. They continue to attack until the Heroes break off and leave. The undead will not pursue fleeing Heroes; the Skeletons' only aim is to get them out of the tomb so that they rest in peace.

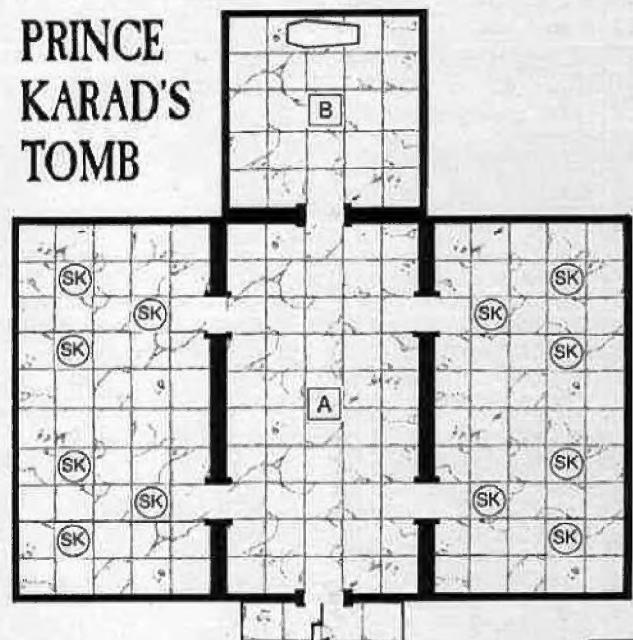
LEAVING THE TOMB

If the Heroes escape with any treasure, be sure to make a careful note of the value of the goods they take, including the value of GCs from monsters they meet on the first level.

For every 1000 GCs of goods they take out you should roll a dice for each Hero: on a score of 1-6 that Hero loses a Fate Point.

For instance, if the Heroes remove 2345GCs worth of goods, you should roll 2 dice for each Hero to see if Prince Karad's curse has any effect.

If the Heroes replace Sonneklinge and leave the tomb without taking any treasure they should be rewarded with 2 Fate Points each.



■ PRINCE KARAD'S COFFIN
■ ARCHWAY
SK SKELETON

	WS	BS	S	T	Sp	Br	Int	W	PV
PRINCE KARAD	9+1	3	6+1	9	6	10	7	4	8
HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	2	2	2	3	4	5	6	7
RANGED COMBAT									
RANGE	1-3	4-12	13-24	25-36	37+		MAX RANGE		DAM DICE
HIT ROLL									
EQUIPMENT / NOTES									
MAGIC SWORD (+1 WS, +1 S) FUMBLE 1, CRITICAL 12									

MONSTER MATRICES

In the Quest for Sonneklinge, the monsters are either Goblinoids or Undead, depending upon which dungeon you are in. Use the following Monster Matrices to roll wandering monsters for the occupants of Lairs and Quest rooms.

The exploration rules explain when you should roll on the various tables. Each Table lists the room occupants or wandering monsters and the gold crowns that the monsters carry. Heroes can take the treasure from any monsters that they've killed.

WANDERING MONSTERS MATRIX								
THE OGRE CHIEFTAIN'S LAIR				PRINCE KARAD'S TOMB				
DI2	Occupants	Occupants	Occupants	Treasure				
1-2	4 Goblins	4 Zombies		15 GCs				
3-4	1 Orc & 2 Goblins	3 Zombies & 1 Skeleton		20 GCs				
5-6	1 Orc, 2 Goblins & 2 Goblin Archers	4 Zombies & 1 Skeleton		25 GCs				
7-8	1 Orc & 1 Orc Champion	5 Zombies & 1 Skeleton		30 GCs				
9	2 Orcs & 1 Orc Champion	6 Zombies & 1 Skeleton		35 GCs				
10	1 Orc, 1 Orc Champion & 2 Goblins	6 Zombies		40 GCs				
11	1 Orc, 2 Goblins, 2 Goblin Archers & 1 Orc Champion	5 Zombies & 1 Skeleton		50 GCs				
12	1 Orc, 2 Goblins & 2 Orc Champions	8 Zombies		60 GCs				

ORC SENTRY	WS	BS	S	T	Sp	Br	Int	W	PV
	6	6	5	7	7	7	5	4	2
HAND TO HAND COMBAT									
TARGET WS									
HIT ROLL									
RANGED COMBAT									
RANGE									
HIT ROLL									
EQUIPMENT / NOTES									
SHIELD, SWORD (FUMBLE 1, CRITICAL 12)									



WIGHT	WS	BS	S	T	Sp	Br	Int	W	PV
	6	1	5	5	5	10	2	3	6
HAND TO HAND COMBAT									
TARGET WS									
HIT ROLL									
RANGED COMBAT									
RANGE									
HIT ROLL									
EQUIPMENT / NOTES									
FEARLESS MONSTER INVULNERABLE (FUMBLE 1, CRITICAL 12)									



LAIRS MATRIX			
THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
DI2	Occupants	Occupants	Treasure
1	3 Orcs & 2 Goblins	6 Zombies	35 GCs
2	2 Orcs & 1 Orc Champion	4 Zombies & 1 Skeleton	40 GCs
3	3 Orcs & 1 Orc Champion	7 Zombies	45 GCs
4	4 Orcs & 1 Orc Champion	5 Zombies & 1 Skeleton	50 GCs
5	4 Orcs & 1 Orc Sentry	8 Zombies & 1 Skeleton	55 GCs
6	2 Orcs, 1 Orc Sentry & 1 Orc Champion	1 Skeleton	60 GCs
7	2 Orc Champions & 1 Orc Sentry	4 Zombies & 2 Skeletons	65 GCs
8	3 Orc Champions	4 Skeletons	70 GCs
9	8 Orcs	10 Zombies	75 GCs
10	6 Orcs & 1 Orc Champion	8 Zombies & 1 Skeleton	80 GCs
11	4 Orcs & 2 Orc Champions	6 Zombies & 2 Skeletons	90 GCs
12	4 Orcs, 1 Orc Sentry & 1 Orc Champion	6 Zombies & 3 Skeletons	100 GCs

QUEST ROOMS MATRIX			
THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
DI2	Occupants	Occupants	Treasure
1	10 Orcs	12 Zombies	95 GCs
2	8 Orcs & 1 Orc Champion	10 Zombies & 1 Skeleton	100 GCs
3	6 Orcs & 2 Orc Champions	8 Zombies & 2 Skeletons	110 GCs
4	6 Orcs, 1 Orc Sentry & 2 Orc Champions	14 Zombies	115 GCs
5	4 Orcs, 1 Orc Sentry & 3 Orc Champions	10 Zombies & 2 Skeletons	120 GCs
6	2 Orcs, 1 Orc Sentry & 4 Orc Champions	8 Zombies & 3 Skeletons	120 GCs
7	10 Orcs & 1 Orc Sentry	6 Zombies & 4 Skeletons	125 GCs
8	10 Orcs, 1 Orc Sentry & 1 Orc Champion	2 Zombies & 7 Skeletons	130 GCs
9	12 Orcs & 1 Orc Sentry	4 Zombies & 6 Skeletons	135 GCs
10	1 Orc Warlord, 4 Orcs & 2 Orc Champions	6 Zombies & 5 Skeletons	140 GCs
11	1 Orc Warlord, 2 Orcs, 1 Orc Champion & 1 Orc Sentry	8 Zombies & 4 Skeletons	150 GCs
12	1 Orc Warlord, 4 Orcs, 1 Orc Champion & 1 Orc Sentry	9 Skeletons	160 GCs

SORCERER OF NURGLE	WS	BS	S	T	Sp	Br	Int	W	PV
	7	3	5	7	8	9	10	4	11
HAND TO HAND COMBAT									
TARGET WS									
HIT ROLL									
RANGED COMBAT									
RANGE									
HIT ROLL									
EQUIPMENT / NOTES									
SWORD (FUMBLE 1, CRITICAL 12) HAS A SPELLBOOK CONTAINING THE GREEN EYE, THE POOL OF MANY PLACES, THE CLOAK OF DAINNE AND THE EMERALD WATERFALL									



TRAPS

The following traps may be used in any dungeon you wish. They can be used as either preset traps in a Quest Location, or when the GM plays a trap counter.

If you need to determine a random trap which includes those from both the standard *Traps Table* and the *Traps Table* below, roll a dice; on an even result roll on the *Traps Table* from the rulebook, on an odd result roll on the *Traps Table* below.

TRAPS TABLE				
Room or Passage	Chest	Trap	Spot Chance	Disarm Chance
1-4	-	Iron Ball	7	11
5-8	1-6	Spinning Blade	8	8
9-12	-	Spiked log	9	6
-	7-12	Flooding Room	7	6



IRON BALL

This trap is set off by a switch set into the floor of the corridor. Once tripped, a hole appears in the roof at the opposite end of the passage and a huge iron ball drops out. It then comes hurtling along the corridor towards the Heroes.

Each Hero in the corridor should roll a dice. If the result is less than his Speed the Hero manages to avoid the sphere as it rumbles towards him. If the result is greater than his Speed the ball has caught him; the difference between the Hero's Speed and the dice roll indicates how many Wounds he has sustained. For instance, the dice roll is 9 and the Hero's Speed is 7, so he takes 2 Wounds.

Once the ball has rolled to the end of the corridor, it falls down another trapdoor set in the wall.

SPINNING BLADE

A spinning blade pops out of a slot in the wall (room or passage trap) or chest (chest trap) and tears into the Hero. Roll 6 damage dice for injury. If the Hero suffers 3 or more Wounds, a limb has been severed: roll on the following table.

D12	Limb
1-3	Left Arm
4-6	Right Arm
7-9	Left Leg
10-12	Right Leg

Heroes who lose an arm suffer an immediate loss of half their Weapon Skill. They may not use any kind of bow, nor any two-handed weapon. Wizards may not cast any spell which requires 2 or more material components.

Heroes who lose a leg halve their Speed (round up), may only move 8 squares in exploration turns, may not use a shield, and may not use two-handed weapons.

These injuries may only be healed between expeditions.

SPIKED LOG

A spiked log swings down into the corridor from a hole in the roof where it was concealed. The GM picks an area 2 squares wide by 5 squares long; any models in this area are possible targets.

Starting from one end of the area, the GM rolls a dice for each model in sequence (ie if you start from the left, roll for the models from left to right). If two models are standing next to each other roll for both at once. Unless the model can roll less than its Speed, the log hits it causing 7 damage dice of injury. If the model manages to duck, the next model in the sequence must successfully roll less than its Speed or is hit. If it ducks, the next model must roll, and so on. Once the end of the area is reached the process is repeated, but starting from the opposite end of the area.

FLOODING ROOM

As the Hero opens the chest he feels a slight resistance, only to notice that he has pulled a cord attached to the lid. Almost immediately the doors to the room slam shut and water begins to pour out of a series of grills just below the roof.

The whole room is watertight, and fills with water in three turns. Heroes inside the room when the door slams have two choices:

Magic: The Wizard can escape from the room by creating a new exit. For instance, a Bright Wizard could use The Bright Key, while a Jade Wizard could use The Pool of Many Places.

Breaking the Door Down: The Heroes can attack the door in an attempt to make a hole and allow the water to flood out. The door is treated as if it had a Toughness of 8 and 4 Wounds. One Hero can attack the door at a time, hitting it once per turn. He can continue to attack the door until he breaks through or the room is full of water (after 3 turns).

Unless the Heroes spend a Fate Point each or choose the first or second options they will die. Upon spending a Fate Point a Hero manages to find a loose section in the roof and can squeeze into an air pocket. He can remain here until the water drains away, five turns later.

Heroes outside the room can also attack the door (see *Breaking the Door Down*), but make attacks against its normal values: Toughness 6 and 3 Wounds.

Five turns after the water reaches the roof of the room, the water drains away and the doors re-open, so that the Heroes are free to leave.



HAZARDS

The following *Hazard Table* introduces four new Hazards to use in your games of *Advanced Heroquest*.

HAZARD TABLE	
D12	Hazard
1-3	Wight
4-6	Rockfall
7-9	Slime
10-12	Cess Pit

WIGHT

As the Heroes enter there is a shimmering in the air and a shrouded, glowing corpse materialises in the farthest corner of the room. The Wight can be represented with the appropriate Citadel Miniature. The Heroes have two choices:

Fight it Out: The Heroes attack the Wight. Each time a Hero is hit by the Wight, whether a Wound is caused or not, the Hero's Strength is reduced by -92-1 (this will alter his damage dice). If a Hero is reduced to 0 Strength he is effectively out of the combat and must rest. Upon draining 10 points of Strength the Wight will disappear. Drained characters recover their Strength during exploration turns: at the end of the gamemaster phase every Hero at less than full Strength recovers 1 point.

Slam the Door: The Heroes slam the door to the room that contains the Wight. It won't follow them as it haunts only that location.

ROCKFALL

As the Heroes enter this room they see a chest lying unguarded against the opposite wall. However, the roof is obviously unsafe as it is propped up with rotting beams and there are huge chunks of masonry scattered around the floor. Roll a dice every time someone moves in this room (including when the Heroes enter and leave). On a result of 1-2 there is a low rumble and the roof caves in, roll on the table below. On a result of 3-12 nothing happens. Roll for the contents of the chest on the *Treasure Chests Table*.



D12	Effect
1	Crushed: The Hero is buried under tons of rubble; unless he spends a Fate Point he dies.
2-6	Battered: The Hero is crushed under the edge of the rockfall and takes 2 Wounds. Roll a dice: the Hero is KO'd for that many turns.
7-8	Stunned: The Hero manages to avoid most of the rockfall, but is hit by a few of the smaller rocks. The Hero takes 1 Wound.
9-12	Lucky Escape: The Hero nimbly dodges the rocks as they come crashing down, suffering nothing more than a few minor bruises.

SLIME

Lying around this room there are shallow puddles of slime and half-dissolved bits of armour. Against the opposite wall there is a chest, its surface corroded by the gunge oozing over it. If the Heroes enter the room, a great lump of slime drops down from the roof, covering anyone beneath and suffocating them.

For each Hero who passes through the doorway roll on the following table:

D12	Effect
1	Choked: The slime smothers the Hero, oozing down his throat and filling his lungs with mucus. Unless the Hero spends a Fate point he dies.
2-7	Burnt: The slime seeps into the Hero's clothes, coming into contact with his skin where it burns away the flesh and causes 1 Wound.
8-11	Irritant: The Hero manages to scrape most of the slime off before it does any harm, but not quickly enough to stop it burning. The Hero's Weapon Skill is reduced by -2 for the next combat, after which it returns to normal.
12	Missed Me! The Hero dodges the slime as it drops: it splashes onto the floor nearby, out of harm's way.

Roll the contents of the chest on the *Treasure Chests Table*.

CESS PIT

There is a pool of dirty liquid in the centre of the room. Above it there is a thin cloud of steam, while the surface is bubbling slowly. But it is the smell that really turns the Heroes' stomach - it is absolutely disgusting! The cess pit can be represented with the pool floorplan.

If one of the Heroes is brave enough to disturb the surface of the pool, roll on the following table:

D12	Effect
1	Gotcha! There is a sudden splash, and a large tentacle leaps out of the pool and pulls the Hero in. Unless he spends a Fate Point the Hero is dragged under to his death.
2-6	Squiggly Beast: As the Hero gets close to the surface of the water a creature about 4 feet long comes hurtling out of the sludge and clamps a huge set of jaws around the Hero's face.
7-11	The Face-Eater must be killed before it will let go; it has a Toughness of 6 and 8 Wounds. For each turn that the Face-Eater remains alive, the Hero sustains 1 Wound. One other person may help the Hero by attacking the Face-Eater, but if he rolls a fumble then the Hero is hit - roll for damage normally.
12	Yeuch! Nothing happens. The Hero simply gets very dirty.

Found Something: The Hero pulls a rotting corpse out of the pool. Clenched tightly in the cadaver's hand there is some treasure. Roll on the *Treasure Chests Table* to see what it is.

JADE WIZARD'S SPELL BOOK

THE GREEN EYE

Component: Small Glass Lens

The Wizard's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and, with a loud crack and a cascade of sparks, shoot out a beam of green energy which injures any model in its path. The Wizard should choose a direction to fire to the beam. It shoots forward in a straight line in the chosen direction, forming a corridor 1 square wide and 12 squares long. Every model, friendly or enemy, in this corridor of light is automatically hit. Roll 5 damage dice for each model to see what effect a hit has.



THE JADE SHROUD

Component: A Giant Spider's web

The Wizard waves his hands above the wounded body of an injured comrade, causing a fine mesh of green filaments to drift down and cover the Hero's body, healing any injuries he has. Using this spell, the Wizard restores any Wounds lost by one model, including himself. There must be no model in the Wizard's death zone, other than the wounded comrade, when this spell is cast.



You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE JADE CASKET

Component: A Giant Spider's Web and Emerald Dust



The Wizard lays his hands onto the body of a fallen comrade, in an attempt to bring him back to life.

Immediately the Hero levitates and is smothered in a thin cocoon of crystalline material, a deep green in colour. After a few moments the cocoon splits and the Hero inside steps out, fully restored to life. This spell may only be cast on a dead model, and only in the turn after the model was killed. If the Wizard passes an Intelligence test, the character is returned to life at full vigour. If he fails, the Hero appears to be alive, only to crumble into dust mere seconds later as his soul is destroyed and his body falls apart.

THE EMERALD FOUNTAIN



Component: Swamp Dragon Blood

The Wizard raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies. Every model, friendly or enemy, within four squares of the Wizard take 5 damage dice of injury.

HAND OF DECAY



Components: Spleen of Toad

The Wizard's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

If the Wizard hits a target during this combat, it begins to age and wither, the flesh falling from its body in bloody lumps. Roll a dice; the target loses that many Wounds. Do not roll conventional damage dice. The Wizard's hands return to normal at the beginning of the next exploration turn.

THE CLOAK OF DAINNE

Component: Green Dragon Dust

Upon throwing the Green Dragon Dust into the air, a thin, insubstantial cloak of pale green light forms in the air and draws itself around the target. It adds +1 to the model's Toughness, and lasts until the end of the next exploration turn. This spell may be cast against any model in the Wizard's death zone.



THE POOL OF MANY PLACES

Component: A Suspension of Crushed Jade in Water



The Wizard lets a single drop of water fall onto the ground at his feet. As it touches the flagstones it grows in volume until the Wizard is standing next to a pool of deep green water that sparkles with otherworldly energy. The pool can be represented with the pool floorplan. It allows up to 5 models per turn to teleport to another location. Upon jumping into the pool the models disappear, only to reappear elsewhere. The models may be placed on any of the dungeon sections that are currently in play. All of the models must be placed in an area 3 squares by 3 squares centred on the first model placed. The pool lasts until the end of the next exploration turn.

THE THOUSAND CUTS

Component: A Jade Statuette



A swirling maelstrom of tiny green shards forms around the Wizard's hand as he crushes the statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the chosen target. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter. The Wizard may choose any target in his line of sight (treat this as a ranged attack) and up to 12 squares away. The shards surround the target, inflicting 12 damage dice of injury. If the shards fail to cause a Wound on the chosen target they move on to the next nearest model. This process continues until they have wounded one model, at which point they disappear.

MIST OF SPEED

Component: Crystal Vial of Chlorine



As the Wizard utters this spell a thick green mist spews from his mouth, quickly enveloping the area around him. As he moves so does the fog. Beyond the area covered by the cloud, the air is still and time runs slowly. For one turn, the Wizard and a number of others may move at a rapid rate. Roll a dice and halve the number (rounding up); that many Heroes may be moved at either 18 squares (exploration turn) or may double their Speed (combat turn).

THE EMERALD WATERFALL

Component: Swamp Dragon Blood and Emerald Dust



The Wizard throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surrounding area, sending out bright green sparks into the air as it spits and crackles with unnatural vigour. Every model, friendly or enemy, within four squares of the Wizard take 7 damage dice of injury. Before casting this spell the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.

ADVANCED HEROQUEST

TM

THE PRIESTS OF PLEASURE

by Andy Warwick

Wilhelm Kaldach has been captured by Beastmen. He is to be sacrificed when Morrslieb becomes full and bathes the world in its strange glow. The Heroes must rescue him before this happens.

The Priests of Pleasure is an Advanced Heroquest Quest for a group of four Heroes who are just starting their adventuring careers.

The first thing you should do if you plan to run this Quest is to read it thoroughly. Familiarise yourself with the background to the Quest, the Dungeon's layout, the monsters' tactics, and try and plan your responses to what the Heroes are likely to do.

Once you've done this, and are ready to play, read out the following text to the players. The first section is some background, while the second is a transcript of the letter given to the Heroes when they arrive in order to offer their services. In addition, the GM's section gives you some information that the Heroes don't know...

You have been asked by an important merchant and close friend Klaus Krudenwald, to aid another member of his Guild. Klaus has explained that a friend, Eberhardt Kaldach, has reason to believe that his brother, Wilhelm, has been captured by a local cult and is going to be sacrificed. Eberhardt needs your help to rescue his brother.

Wilhelm, like Eberhardt and Klaus, is a merchant and usually runs the caravan route between Hovelhof and Bergsburg. Nine days ago, while collecting timber from Hovelhof, Wilhelm's caravan was ambushed. The six soldiers who were guarding the caravan were killed and Wilhelm was captured. The soldiers' bodies were found two days later when Eberhardt went to look for his missing brother. Eberhardt also found two corpses wearing the distinctive pastel blue robes of a local cult that calls itself the Priests of Pleasure.

Eberhardt is convinced his brother is still alive and is being held by the cult. He is also convinced that the cult is not as harmless as it once appeared.

Not wanting to let your friend down, you have travelled to the Kaldach household, situated in the middle-class area of Bergsburg. However, Eberhardt is not there to meet you. Instead he has left a letter which explains his absence. The letter reads as follows:

Gentlemen. As you are no doubt aware, it is of the utmost importance that you make plans to assist my brother immediately. It has been over a week since Wilhelm was snatched while transporting goods between our customers, and I am keen that his rescue is delayed no longer. I am especially grateful for the speed with which you have answered my plea, especially as we are total strangers.

Bearing in mind you have no connection with my family other than our mutual friend, Klaus, I am fully aware that for you to rescue my brother, Wilhelm, I must offer an incentive. Although Wilhelm and I are both successful merchants, we are by no means rich. Therefore, I can only offer you a little cash, perhaps a 1000 Gold Crowns, and a minor magic item or two if Wilhelm is returned alive.

However, I am also painfully aware that he may no longer be alive. I am eager to see that he is decently buried if this is the case, and will therefore extend my offer to a full half of the reward if you can only bring back his body.

As to my brother's whereabouts, this I am certain of. Wilhelm has been taken by the foul brood that call themselves the Priests of Pleasure - the deranged madmen who reside in the ruined temple just outside the town. It appears that those who we assumed were harmless worshippers of a non-existent god are in fact taking people prisoner and sacrificing them in exchange for unnatural power. Wheels have been put in motion to destroy their disgusting activities once and for all but, as you can understand, my immediate concern is for my brother's well-being.

The cowardly soldiers that are supposed to serve our interests are either unwilling or unable to do anything about rescuing my brother, and I have therefore taken our friend's advice and turned to you.

I am grateful for your help, and deeply regret that I cannot be here to greet you in person. But, even with my brother gone, and I fear dead, I cannot neglect the duties forced upon me by the family business that Wilhelm and I worked so hard to build.

I wish you every good fortune in the task that awaits you. May Morrslieb see fit to deliver you from peril, and restrain from taking my brother to the realm of the dead until you can deliver him back to the bosom of his family. May I just reiterate that my brother is in extreme danger. I urge you to make haste lest he meet with a sorry end. Time is truly against us.

I remain yours in debt,

Eberhardt Kaldach

Eberhardt Kaldach of Bergsburg

Signed this day the 13th Vorgeheim, in the 2504th year of our glorious Emperor Karl-Franz I.

GM'S INFORMATION

Wilhelm is being held on the fourth level, the Sanctuary, of a vast Dungeon that lies beneath the cult's home, a derelict Temple in the hills just outside the town.

Until recently, the Priests were thought to be harmless madmen by the local people. Since only the Chaos Thugs are seen openly, and even then devoid of any Slaaneshi markings, the townspeople assume they are just members of a strange cult. In fact, they are the lowest tier of a pyramid of power within a very dangerous group of people. The cult is actually devoted to one of the four great Powers of Chaos, Slaanesh. Worshipped by all those who seek hedonistic pleasure and the overthrow of decent morals, Slaanesh turns the simple pursuit of a better life into a selfish urge for personal gratification on all levels.

The membership of the higher levels of the cult includes Beastmen - humanoid animals whose bestial traits are given free rein in the cult's obscene ceremonies - and Chaos Champions, the most powerful of Slaanesh's mortal servants. Gorged on power, only now is the cult revealing its true colours by raiding the villages nearby for blood sacrifice.



Running The Quest

The Heroes' initial objective is to reach the Temple. It lies in the hills just outside the town about five miles away. Once they reach the temple, it quickly becomes obvious that the cult is located in a Dungeon beneath it, as the Temple itself is empty and there is a set of stairs down.

The Heroes must then go on to explore the first three levels of the Dungeon, searching for the stairs that lead them down to the Sanctuary. The journey down should be quite easy - the cult does not have a very efficient defence planned, as the lower ranks have no easy way of telling their leaders the Heroes are attacking.

The journey to the surface with Wilhelm however, is more difficult, even though the Heroes should already have a planned route to follow. Because the cult's leaders will be aware that the Heroes are attacking once they reach the Sanctuary, the cultists are able to gather their forces to pursue the escaping Heroes. After the Heroes have reached the Sanctuary and are on their way back to the surface you need a 1, 2, 11 or 12, instead of a 1 or 12, to get a Dungeon counter in the gamesmaster phase of each exploration turn. This applies whether or not Wilhelm is with them.

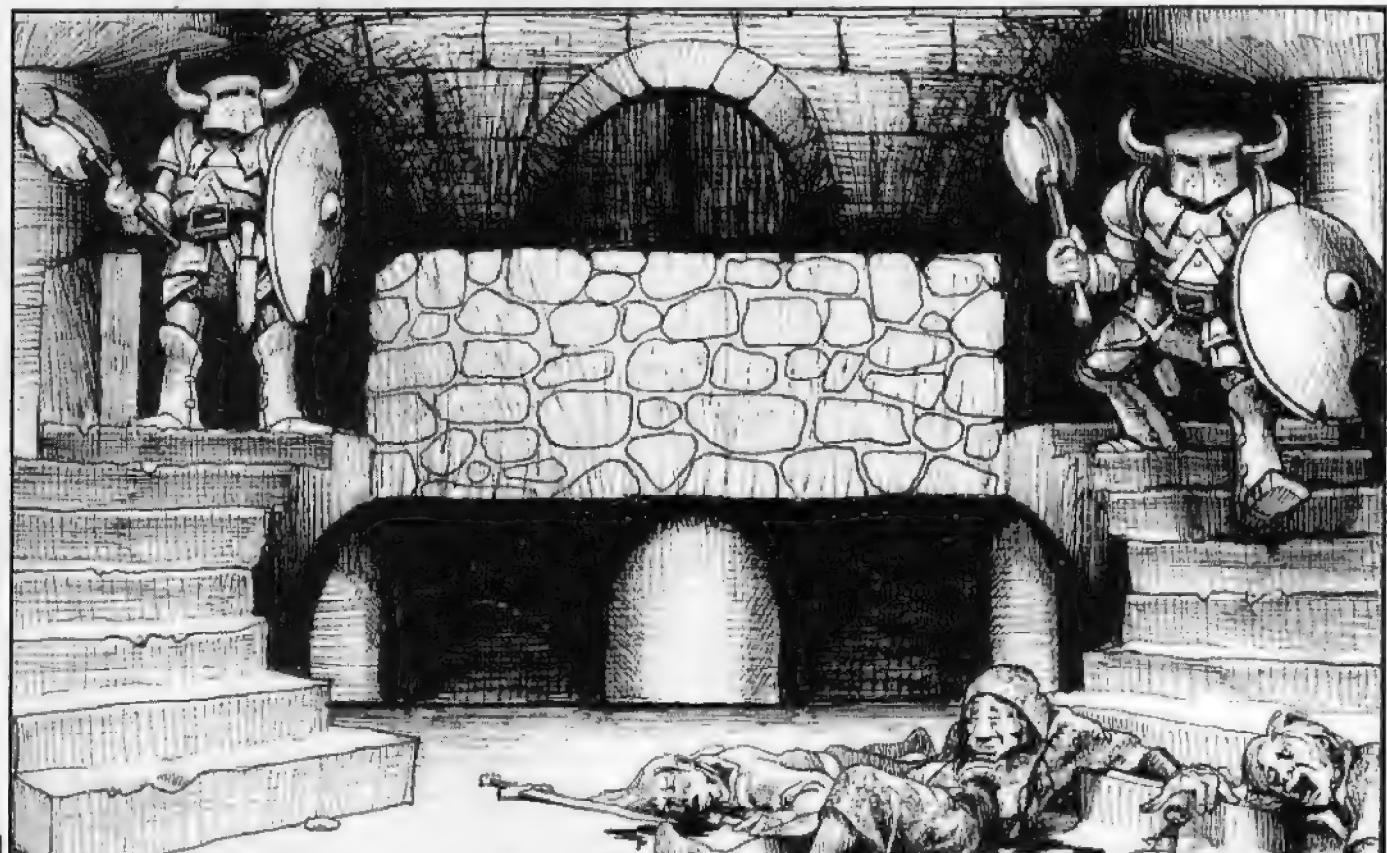
Wilhelm is due to be sacrificed next time the moon known as Morrslieb is full. Morrslieb follows a highly erratic pattern and this could be anytime within the next two months. Although the Heroes don't have to rescue Wilhelm on their first attempt, and may make more than one expedition into the Dungeon, the longer they delay the greater the chance that Wilhelm is already dead when they reach him.

Each time the Heroes start a new expedition roll a dice and add +3 to the roll. If the result is less than the number of expeditions already completed, Wilhelm is killed. Instead of being found in the cell in the Sanctuary, Wilhelm's body is found in the sacrificial pit in front of the altar. The cell is empty when the Heroes find it.

If Wilhelm is dead, the Heroes may try and bring his body out in order to get half the reward. A dead body may be dragged or carried by another Hero. During a combat turn a Hero moving a body can move 3 spaces: during an exploration turn he may move six squares. A Hero carrying or dragging a body can do nothing else.

If the Heroes leave the Dungeon, when they return the Lairs and Quest Rooms are re-stocked with monsters. Only killed character monsters and treasure (apart from that which the monsters carry) are not replaced.

Once the Heroes have rescued Wilhelm, and have got him out of the Dungeon, they only need to present him (or his body) to his family to earn their reward.



THE DUNGEON OF THE PRIESTS OF PLEASURE

The derelict Temple that lies nestled in the hills above Bergsburg was once a glorious place of worship devoted to Ulric. When Middenheim became the centre of the Ulric's church the Temple was abandoned. Beneath it lies a vast Dungeon, an extension of the church cellars. The Dungeon is now home to the so-called Priests of Pleasure, a Slaaneshi cult, that under the leadership of Gabrad the Carnal has become the focus for local Beastmens' offerings to their master.

The roughly-hewn corridors of the Dungeon are quite well-lit. They are extremely dirty, and the stench of the Beastmens' excrement is never completely absent. The rooms are bare, with piles of straw in the corners serving as bedding, and the walls are crudely-daubed with runes and glyphs offering prayers to Slaanesh.

The Dungeon is on four levels. On the first three levels the normal rules for setting up and Dungeon creation apply, with the exceptions listed below. The fourth level, the Sanctuary of the cult, is a Quest Location and is shown on the GM map.

CHARACTERS

The Dungeon contains three characters: Gabrad the Carnal, the Chaos Lord responsible for the Dungeon's construction; Hasak Venomspawn, the Chaos Sorcerer who is the cult's priest; and a Lesser Daemon of Slaanesh, the Daemonette Painfury Spasmclaw.

Gabrad the Carnal was once a soldier in the Emperor's army. He joined to make his fortune and to work towards his ultimate goal of immortal fame and riches. But it wasn't to be: Gabrad was a failure as a soldier. He lacked discipline, couldn't take the lifestyle, and brought shame on his regiment with his indulgent whims.

When he killed a lone Slaaneshi Champion on patrol, and read the scrolls that the fallen warrior carried, Gabrad saw his chance. He turned over his soul to Slaanesh in return for the power, riches, and materialistic lifestyle he craved.

Hasak Venomspawn, like Gabrad, turned to Slaanesh in pursuit of wealth. Hasak, however, was once a promising Wizard's apprentice rather than a warrior, and turned to the Lord of Pleasure through magic.

Hasak was brought up in a small village just outside Altdorf. As a youth he started his magical training under the tutelage of the village Wizard, Heinrich Walfen, who allied himself to the Amber College. Hasak was thus taught the ways of the Amethyst College, so that he could bolster his master's weaknesses.

The way of the Amethyst College suited Hasak - the self-indulgent feasts that his fellow Amethyst Wizards were renowned for appealed to the young boy. When one of them revealed the even greater pleasures that Slaanesh had to offer, Hasak was eager to learn more. He took the name Venomspawn, abandoned the way of the Amethyst College, and turned to the path of the Dark magic.

Painfury Spasmclaw (whose true name is D'haer'ss'oathl) was summoned by Venomspawn to act as a mouthpiece for Slaanesh's will during the cult's services - she is a direct link to the object of the cult's devotion. As long as Spasmclaw remains close to the altar she remains in the mortal world, but as payment for her services Slaanesh requires sacrifice. It is as a direct result of the Daemonette's presence that the cult has started to kill.

When the Heroes enter the Sanctuary, take the Chaos Lord, Daemonette and Chaos Sorcerer character monster counters to represent the three characters. They may be played at any time when placing monsters.

Once the Heroes leave the fourth level of the Dungeon, the Sanctuary, whether they have Wilhelm with them or not, any of the characters that survive may be used on the upper levels, subject to the following restrictions.

Character	Character may be used on
Gabrad the Carnal, Chaos Lord Hasak Venomspawn, Chaos Sorcerer Painfury Spasmclaw, Daemonette	Levels 1-4 Levels 2-4 Levels 3-4

FIRST TO THIRD LEVEL

Stairs: If a set of stairs are rolled up as a passage feature refer to the following table. This indicates what should actually be placed on the table.

Level	Stairs Down Rolled	Stairs Out Rolled
1	Dead End	Stairs Out
2	Dead End	T-Junction
3	T-Junction	Dead End

Quest Rooms: All Quest Rooms contain a treasure chest and a set of monsters rolled on the *Quest Rooms Matrix*. In addition, roll on the following table to see if the Quest Room contains a set of stairs down.

Level	Stairs	No Stairs
1	1-12	-
2	1-6	7-12
3	1-4	5-12

Wandering Monsters: If the Heroes have descended as far as the Sanctuary, and are subsequently working their way back to the surface, refer to the following table when rolling for wandering monsters. The increasing dice modifier reflects how the cultists will become more numerous as they try and stop the Heroes getting out.

Level	Dice Roll Modifier
1	+3
2	+2
3	+1

THE SANCTUARY

The Sanctuary is the centre of the cult's worship, and is the most important part of the Dungeon. It is where the characters reside, and where the services take place. It is much cleaner than the rest of the Dungeon. Some attempt has been made to carve decorations into the stone above the doors, and hangings cover the corridor walls.

The layout of the Sanctuary is shown on the GM map. The following special rules apply here.

Exploration Turns: You should use the GM map to lay out the new Dungeon sections as the Heroes explore. It also tells you what monsters are in each room.

Dungeon Counters: You may not use any trap, wandering monster or ambush counters in the Sanctuary.

Traps: Traps are marked on the map. Each trap is set to go off when the Heroes enter the square marked as the trap trigger. The roll to see if a Hero spots the trap is made when he enters the trap's trigger square.

Combat Turns: All of the monsters in the Sanctuary can open doors. If a door is opened, refer to the map to place any newly-revealed sections and monsters.



A: The Altar Room

This room is represented with the large floorplan that has a magic circle marked on the floor.

The altar room is where the services are held, and is where Wilhelm is going to be executed if the Heroes don't save him. When the Heroes enter this room you should read them the following text:

This is obviously the centre of the cult's worship. The far wall is completely covered with a massive face some sixty feet high and carved out of shining black stone. The huge, leering visage is the cult's altar. At its base are a set of steps, strewn with bones and offerings to Slaanesh.

Flanking the stairs there are two braziers, shaped like skulls and burning with a bluish flame. They spew great gouts of thick black smoke through a gaping hole in the roof.

Kneeling in front of the altar are three figures, deep in prayer. As you watch them, the nearest turns his head towards you. The creature pulls back the cowl of its robe to reveal a goat-like face, its teeth bared in a snarl. With another, equally rapid motion it pulls a sword and lunges towards you, waving the vicious blade from side to side. Within seconds its companions unsheathe their swords and lurch forward. You have no choice but to fight.

Each Beastman is carrying a purse containing 10 GCs.

Once the Heroes have despatched the Beastmen they have a chance to get a better look around the room. The items of interest to the Heroes here are:

The Pit: The walls of the pit are scorched and its floor is littered with blackened bones. The normal procedure is to throw the drugged sacrifice into the pit at the start of the ceremony, along with a gallon or so of inflammable oils. Then, at the peak of the chanting, a magical fireball rises from each of the braziers, moves across to the pit, and sets light to the victim.

It is a simple matter to climb into the pit with a rope. If the Heroes haven't got one they may try without; roll a dice for each Hero that jumps in - if the result is 10 or more the Hero loses 1 Wound. To climb out of the pit however, the Hero must use a rope and must roll less than or equal to his Speed on a single dice. If the Heroes haven't got a rope, there is one in the Guard Room (Location C).

The most recent sacrifice was about a week ago. The pit contains the burnt remains of a soldier who strayed too close to the Temple on a routine patrol. If the soldier's remains are searched, roll a dice and multiply the result by two to find out how many Gold Crowns are found. The pit may only be searched once.

Note: If Wilhelm is already dead, replace the soldier's body with Wilhelm's body. Wilhelm's body has no money.

The Braziers: (These can be represented with two of the wound counters.) Each brazier is magically trapped with a fireball. If either brazier is touched while there is someone in the pit, two magical fireballs appear. Place a fireball template over each wound counter. All models under a template suffer 3 damage dice of injury. At the start of the next GM phase the fireballs move across the floor and drop into the pit. Any models in the pit suffer 5 damage dice of injury. The fireballs remain active, doing 5 damage dice of injury each GM phase, until there is nothing left alive in the pit. Upon inflicting the last and fatal wound, the fireballs disappear.

The Altar: The huge face on the wall is the cult's altar. Within its mouth there is a secret door, through which the sacrificial victims are brought to be put in the pit. The door can be found in the normal way and leads to the Guard Room (Location C).

The Magic Circle: Any cultist standing within the circle's confines may add +1 to his to hit roll when in combat as the power of Slaanesh is channelled through him.

B: The Robing Room

This is where Venomspawn and the other cultists don their robes before worship. Don't set up the north door when the Heroes first enter, as it is hidden by a curtain. Instead, read them the following:

Flinging the door open, you surprise three more Beastmen. They are in the process of donning pale blue robes, similar to those worn by the three Beastmen you just met. If you are quick, you have an advantage.

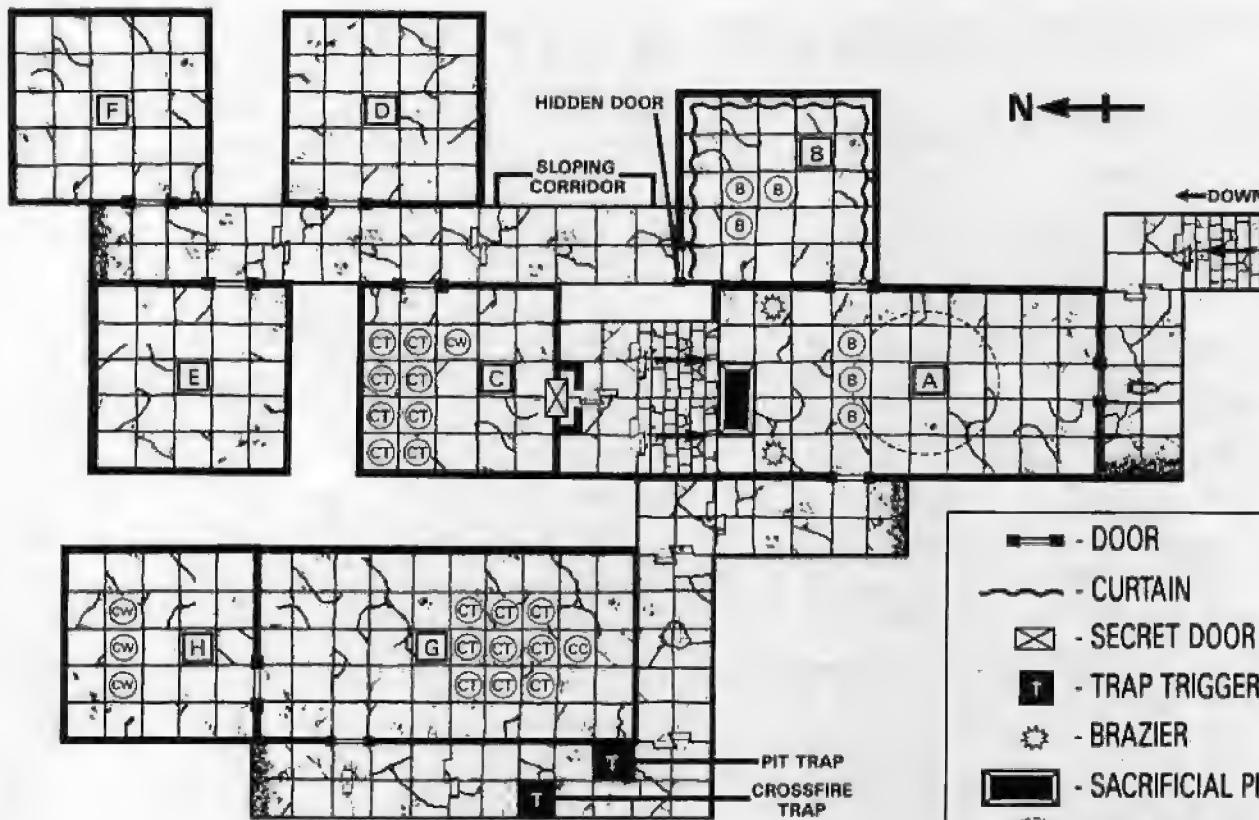
The Heroes automatically surprise the three Beastmen here: the normal dice roll can be ignored. Each Beastman is carrying a purse containing 10 GCs.

Once the Heroes have killed the Beastmen read the following:

This room is obviously a robing room. Apart from those the Beastmen were putting on, there are another dozen or so similar robes hung from the walls. The walls themselves are draped with heavy purple curtains, hiding the rough brickwork that graces the rest of the Dungeon and lending this room an air of quality that seems strangely out of place.

If the Heroes are clever enough to put on the robes, they gain an extra +1 on their surprise rolls against monsters and characters on all four levels of the Dungeon: the cultists don't expect to be attacked by other cultists!

If the Heroes search this room, they find that hidden behind the curtain in the wall opposite to the door there is a small alcove containing a chalice. It is made of ebony and is worth 50 GCs. It has no special abilities.



THE SANCTUARY

The Heroes will also find the north door when they pull back the curtain; apart from being hidden it is a normal door. When it is opened, read the Heroes the following:

The door opens to reveal a long corridor running directly away from you, sloping upwards quite sharply for the first thirty feet or so before levelling out. There are two doors on either side; both of those on the right, and the farthest on the left, are obviously cell doors; they are made of thick oak and have strong iron bars running across them. The nearest door to you must lead to the guardroom. Judging by the level of noise and the number of voices you can hear there are at least half a dozen guards within.

C: The Guard Room

As the Heroes guessed, there are a large number of guards here: eight Chaos Thugs led by a Chaos Warrior.

The room is furnished with a table, half-a-dozen chairs, and a weapons rack. These may be represented with components from MB's *Heroquest* game if you have it. Rules for these items can be found in the *Advanced Heroquest* rulebook. On the table there is 10' of rope.

Each guard is carrying 10 GCs. The Chaos Warrior is carrying 35 GCs and a set of keys for locations D, E, and F.

D, E and F: The Cells

These are the cells used to hold prisoners that are to be sacrificed, including Wilhelm. Unfortunately, the doors to all three cells are locked; if the Heroes don't have the key from the Guard Room (Location C) they must break the doors down to rescue the prisoners within.

Each door has Toughness of 9 and 6 Wounds. Trying to break down a door alerts the Guards in the Guard room (Location C) if they are still alive, causing them to run into the corridor and attack the Heroes.

Currently, each cell holds the following:

Cell D: Helmut Dorchan, a soldier. Helmut is painfully aware of the situation he is in and will gladly accompany the Heroes; he doesn't want to suffer the same fate as his companions.

Helmut should be treated as a normal Human Man-at-Arms, and attaches himself to the current Leader as a Henchman. He doesn't have any armour or weaponry, so uses the characteristics in the *start* column of the Man-at-Arms character sheet.

Cell E: Dotri Jaanson, a Dwarf Trollslayer. Dotri was captured some time ago, when he attempted a single-handed attack on the Dungeon. Impressed with the Dwarf's skills, Gabrad has been attempting to turn Dotri toward Chaos - so far without success. Gabrad has recently been drugging the Dwarf's food with warpstone in an attempt to make the transition to Chaos worship less of a struggle.

Under the effects of the drug, Dotri has become a danger to anyone who enters his cell: he attacks visitors without provocation.

As soon as the door is unlocked, Dotri leaps up and charges the Hero opening the door. Dotri automatically has surprise: place him in the square next to the door. The Leader may move him one square backwards if he wishes. Play then proceeds to the GM phase of the first combat turn.

Dotri has WS 9, BS 5, S 6, T 7, Sp 6, Br 9, Int 7, Fate 2 and W 4. He is armed with a Double Handed Axe (Damage Dice 5, Fumble 1-2, Critical 11-12). He will fight to the death.

Cell F: Wilhelm Kaldach. Wilhelm is in a bad way: he has been drugged, beaten and tortured. Even so, he is overjoyed to see the Heroes. You should read the following to the Heroes as they enter:

Even with his face covered in dirt and blood, you can tell that the wreck of a man you can see lying in the corner of this cell is Wilhelm.

He raises his head weakly, and you see a flicker of hope in his eyes. When you reveal that you have come to rescue him, he pulls himself to his feet and lurches forwards to greet you, his arms outstretched and tears streaming down his face.

START POSITION	CURRENT POSITION	START SPEED
6	5	8
ROS	SIDE	RAVAGE
6	5	8
ATTACK	DEFENCE	INTELLIGENCE
5	4	8
TAUCHI	SHOOT	FADE
4	3	2
WOUND	WOUND	WOUND
3	2	3
NAME: WILHELM KALDACH		
RACE: HUMAN		
HAND-TO-HAND	DAMAGE WITH HOLE	1 2 3 4 5 6 7 8 9 10 11 12
COMBAT	HIT ROLL	3 4 5 6 7 8 9 10 10 10 10 10
RANGED	RANGE	1-3 4-12 13-24 25-36 37+
COMBAT	HIT ROLL	7 8 9 10 11*
WEAPONS	PILOTS	RANGE DAMAGED FUMBLE CRITICAL
		H/A 1 - -
ARMOUR		BOW SKILL TOUGHNESS SPEED
TOTAL		
EQUIPMENT	* NO CRITICALS AT THIS RANGE	

You should now give Wilhelm's character sheet to the current Leader. Wilhelm does what he can to aid the Heroes as they make their way to the surface, including getting involved in combat. Unfortunately, given his condition, he isn't really the help that he'd like to think he is - though the mind is willing, the body isn't.

If Wilhelm is given any armour or a weapon, refer to the *Creating Heroes* section of the *Campaign* rules for the effects on his characteristics.

G: The Barracks

This is where the cultists sleep. There are a dozen sleeping pallets along the wall, with straw bedding and sackcloth covers.

Each Chaos Thug here is carrying a purse containing 10 GCs. The Chaos Champion is carrying two gems worth 40 GCs each. In addition, if the room is searched for hidden treasure another 60 GCs is found.

The Library - Location H

This is where the codices and scrolls are kept for the Cult rituals. Unless Venomspawn has already been used, he should be placed here with the three Chaos Warriors that act as the cult's priests. Once the Heroes have defeated this room's occupants, you should read the following:

The walls here are stacked high with scrolls and books: the arcane knowledge of the cult. Upon examination, each book and scroll has been marked with a red wax seal depicting a burning man. However hard you try, the seals cannot be removed. They must have been put on magically.

If this room is searched, which takes three exploration turns, the Heroes find instructions for casting the following spells in one of the books: Choke, Fireball, Flaming Skull of Terror and Flight.

The rest of the volume, and all the other books and scrolls, are written in a strange script which is unreadable to all but Venomspawn.

RETURNING WILHELM

If the Heroes manage to get Wilhelm out alive, they earn the full reward, as follows: 1000GCs, 1 x Strength Potion, 1 x Healing Potion, 1 x Amulet of Protection and 1 x Sword (WS + 2, S + 1).

If, however, they only manage to bring his body back, they get the following: 500 GCs, 1 x Strength Potion and 1 x Magic Dagger (+ 1 Damage Dice).

If they manage to neither bring him back alive or deliver his body, they get nothing. Finally, If the Heroes manage to kill the leader of the cult, Gabrad the Carnal, or bring Wilhelm or his body back, each Hero may increase his Fate Point characteristic.

No of Expeditions made to the Dungeon				
	1	2-3	4-8	9 or more
Patreon Points	3	2	1	0

BEASTMAN	WS	BS	S	T	Sp	Br	Int	W	PV				
	6	4	5	8	6	7	5	4	1				
HAND TO HAND COMBAT													
TARGETS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
WS	1	2	3	4	5	6	7	8	9	10	11	12	
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3
RANGED COMBAT													
RANGE	1-3	4-12	13-24	25-36	37+		MAX RANGE	DAM DICE					
HIT ROLL													
EQUIPMENT / NOTES													
LEATHER ARMOUR SHIELD SWORD (Fumble 1, Critical 1)													

MONSTER MATRICES

In *The Priests of Pleasure*, the monsters are either Chaotic Humans or Beastmen, depending how deep the Heroes travel into the dungeon. Use the following Monster Matrices to roll wandering monsters or the occupants of Lairs or Quest Rooms.



The exploration rules explain when you should roll on the various tables. Each table lists the room's occupants or wandering monsters and the total gold crowns that the monsters carry. Heroes can take the treasure from any monsters that they've killed.

WANDERING MONSTERS MATRIX			
D12	Levels 1-2	Level 3	Treasure
1-2	2 Chaos Thugs	1 Chaos Thug & 1 Beastman	20 GCs
3-4	2 Chaos Thugs	2 Beastmen	25 GCs
5-6	3 Chaos Thugs	1 Chaos Thug & 2 Beastmen	30 GCs
7-8	3 Chaos Thugs	3 Beastmen	35 GCs
9	4 Chaos Thugs	4 Beastmen	40 GCs
10	1 Chaos Warrior	1 Chaos Thug & 3 Beastmen	45 GCs
11	1 Chaos Warrior & 1 Chaos Thug	5 Beastmen	50 GCs
12	6 Chaos Thugs	6 Beastmen	60 GCs

LAIRS MATRIX				
D12	Level 1	Level 2	Level 3	Treasure
1	4 Chaos Thugs	2 Chaos Thugs & 2 Beastmen	4 Beastmen	40 GCs
2	4 Chaos Thugs	4 Chaos Thugs	4 Beastmen	45 GCs
3	5 Chaos Thugs	3 Chaos Thugs & 2 Beastmen	5 Beastmen	50 GCs
4	5 Chaos Thugs	2 Chaos Thugs & 3 Beastmen	3 Beastmen & 1 Beastman Sentry	55 GCs
5	4 Chaos Thugs & 1 Chaos Sentry	2 Chaos Thugs, 2 Beastmen & 1 Beastman Sentry	4 Beastmen & 1 Beastman Sentry	60 GCs
6	4 Chaos Thugs & 1 Chaos Sentry	4 Chaos Thugs & 1 Chaos Sentry	2 Beastmen & 2 Beastmen Sentries	65 GCs
7	2 Chaos Thugs & 2 Chaos Sentries	1 Chaos Warrior & 2 Chaos Thugs	4 Beastmen & 1 Beastman Sentry	70 GCs
8	5 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior & 3 Chaos Thugs	5 Beastmen & 1 Beastman Sentry	75 GCs
9	6 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 2 Chaos Thugs & 1 Chaos Sentry	6 Beastmen & 1 Beastman Sentry	80 GCs
10	1 Chaos Warrior, 2 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 3 Chaos Thugs & 1 Chaos Sentry	7 Beastmen & 1 Beastman Sentry	85 GCs
11	1 Chaos Warrior, 3 Chaos Thugs & 1 Chaos Sentry	1 Chaos Champion & 1 Chaos Sentry	8 Beastmen & 1 Beastman Sentry	90 GCs
12	6 Chaos Thugs & 2 Chaos Sentries	2 Chaos Warriors & 1 Chaos Sentry	9 Beastmen & 1 Beastman Sentry	100 GCs

QUEST ROOMS MATRIX				
D12	Level 1	Level 2	Level 3	Treasure
1	6 Chaos Thugs & 2 Chaos Sentries	2 Chaos Warriors & 1 Chaos Sentry	7 Beastmen & 1 Beastman Sentry	100 GCs
2	2 Chaos Warriors & 1 Chaos Sentry	1 Chaos Warrior, 5 Thugs & 1 Chaos Sentry	8 Beastmen & 1 Beastman Sentry	105 GCs
3	1 Chaos Warrior, 5 Chaos Thugs & 1 Chaos Sentry	1 Chaos Champion & 1 Chaos Sentry	8 Beastmen & 2 Beastmen Sentries	110 GCs
4	2 Chaos Warriors & 2 Chaos Sentries	7 Chaos Thugs, 4 Beastmen & 1 Chaos Sentry	10 Beastmen & 1 Beastman Sentry	115 GCs
5	1 Chaos Champion, 1 Chaos Thug & 1 Chaos Sentry	1 Chaos Warrior, 3 Chaos Thugs, 4 Beastmen & 1 Chaos Sentry	11 Beastmen & 1 Beastman Sentry	120 GCs
6	1 Chaos Champion, 2 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 7 Beastmen & 1 Beastman Sentry	11 Beastmen & 1 Beastman Sentry	125 GCs
7	1 Chaos Champion, 3 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 4 Chaos Thugs, 3 Beastmen & 1 Beastman Sentry	11 Beastmen & 1 Beastman Sentry	130 GCs
8	1 Chaos Champion, 4 Chaos Thugs & 1 Chaos Sentry	1 Chaos Warrior, 8 Beastmen & 1 Beastman Sentry	12 Beastmen & 1 Beastman Sentry	135 GCs
9	1 Chaos Champion, 2 Chaos Thugs & 2 Chaos Sentries	1 Chaos Warrior, 4 Chaos Thugs, 5 Beastmen & 1 Chaos Sentry	10 Beastmen & 2 Beastmen Sentries	140 GCs
10	3 Chaos Warriors & 1 Chaos Sentry	2 Chaos Warriors, 4 Chaos Thugs & 1 Chaos Sentry	13 Beastmen & 1 Beastman Sentry	145 GCs
11	2 Chaos Warriors, 4 Chaos Thugs & 1 Chaos Sentry	2 Chaos Warriors, 5 Beastmen & 1 Beastman Sentry	11 Beastmen & 2 Beastmen Sentries	150 GCs
12	1 Chaos Champion, 1 Chaos Warrior, 1 Chaos Thug & 1 Chaos Sentry	2 Chaos Warriors, 1 Chaos Thug, 3 Beastmen & 2 Chaos Sentries	12 Beastmen & 2 Beastmen Sentries	160 GCs

AMETHYST WIZARD'S SPELL BOOK

FIRE OF JUDGEMENT

Component: Amethyst Dust

The Fire of Judgement is the Amethyst College's version of the Flames of Death spell. Cupping the amethyst dust in his hand, the Wizard blows it. The dust bursts into flame and coalesces into a spitting ball of fire that hurtles forward from the Wizard's palm in a hail of sparks to engulf the target. Place a fireball template anywhere within 12 squares of the caster within his line of sight. Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.

SOUL STEEL

Component: A Suspension of Amethyst in Alcohol

This spell may be used by the Wizard to give himself or his companions magical armour. As he pours the alcohol solution on the ground the Wizard starts to mutter. As his voice rises so the pool of glowing liquid rises, until the target is cloaked in a thin film of translucent fluid. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.



FORTITUDE

Component: Corundum Globe

By means of this spell, the Wizard heals any wounds lost by one model, himself included. Raising his hand into the air, the Wizard crushes the amethyst globe by clenching his fist. As the ball breaks there is a bright flash of light and a fine silvery dust fills the surrounding area. It drifts down and envelops the target, covering him with a thin film of ash. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.



ALTER ALLEGIANCE

Component: A Sheet of Expensive Parchment

To cast this spell, the Wizard tears the parchment sheet in two. As he does so, all combat around the Wizard pauses for a second, and then continues as if nothing has happened. However, not everyone is unaffected. Roll a dice. The Wizard may pick that many enemy models within six squares. Each of the chosen opponents must make an Intelligence test. If the test is failed, the model changes side - it is now controlled by the Wizard player, and may even attack its former comrades. The effect lasts until the end of the next exploration turn, when the model reverts to enemy status and runs away.



You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

SPIRIT CONTROL

Component: A Stiffened Velvet Tube



With this spell, the Wizard may remotely see with another's vision and control his actions. Holding the tube to his forehead the Wizard gently, but firmly presses it, so that it burrows beneath his flesh to form a third eye. The Wizard may pick any potential area that has not been explored and generate what is there. If there are no monsters, generate some on the *Wandering Monster Matrix*. The Wizard may choose one of the monsters in the room and make it act as he wishes. It may open doors, move into unexplored areas (generating them as it moves), attack other monsters (who will retaliate), or perform any other action which isn't alien to its nature, like injure itself. The spell is broken when the Wizard performs an action or when the monster is wounded.

SLEEP

Component: Amethyst Dust and Sand



The Wizard may use this spell to send his enemies to sleep. Throwing the amethyst dust and sand into the air, the Wizard begins to hum gently. Place a fireball template anywhere within 12 squares of his position and within his line of sight (treat this just like a ranged attack). Any models, friendly or enemy, which fall under the fireball template are automatically hit and must roll under their Toughness to stay awake. For the purposes of this test only, Large Monsters may add +2 to their Toughness before rolling. Sleeping models will remain unconscious until physically shaken awake. Unconscious models are treated as having a WS of 1 if attacked.

ROUT

Component: Feather from a Griffon's Wing



The Wizard may use this spell to rout an enemy force. He picks out his target and utters an incantation that only the chosen person can hear. A look of sheer terror crosses the victim's face as he is seized by a sudden panic and turns to run. The Wizard may cast this spell on any model to which he has whole or partial line of sight. The Wizard player may then have the model *run* in any direction he chooses (see the AHQ rulebook for rules on running). All models that are adjacent to the squares that the fleeing model moves through must make a Bravery test. If failed, they will also run in the same direction.

DISILLUSION

Component: Corundum Globe



The Wizard may use this spell to disillusion his opponents. Smashing the globe at his feet, the Wizard bellows the incantation of power this spell requires. As the noise of the breaking glass dies, the Wizard's opponents begin to doubt their cause, and are thoroughly disheartened. They become aware of their own mortality and are resigned to the fact they will be killed. All enemy models in the same dungeon section as the Wizard have their Weapon Skill, Bow Skill and Bravery reduced by -2 until the next exploration turn.



SOUL SHARE

Component: An Amethyst and a Hammer



The Wizard may use this spell to forge a magical bond between himself and one of his companions. Shattering the amethyst with the hammer, the Wizard starts to chant. Seconds later, a steady beam of light shoots towards one of the Wizard's companions from the broken gem. At that instant, a magical bond is formed between the two Heroes, and their souls become as one. The Wizard may choose any friendly model within six squares. Until the start of the next exploration turn, the Wizard's characteristics, with the exception of Fate Points and Wounds, are identical to the chosen model's. The effect on the Wizard's chance of hitting, and the amount of damage he inflicts in combat can be found in the *Creating Heroes* section of the rulebook.



SPASM

Component: Purple Dragon's Blood



This spell allows the Wizard to inflict extreme pain on one of his opponents. Gulping down the Dragon's blood as he casts this spell, the Wizard is suddenly consumed with an inner pain. His nerves burn from within and agony wracks his body. Then, on the point of passing out, the Wizard points at his chosen victim. The pain is immediately transferred to the target. An inner peace descends on the Wizard, while the target goes into agonising spasms. The Wizard may choose a single model within 9 squares and within his line of sight to be the target of this attack. The Wizard must then make an Intelligence test. If the test is passed the model suffers 12 dice of injury; if the test is failed the model only suffers 9 dice of injury.



ADVANCED HEROQUEST™

THE DARK BENEATH THE WORLD

by Andy Warwick and William King

Based on the short story *The Dark Beneath The World* by William King, taken from the Warhammer anthology *Red Thirst*.

There are rumours that the lost treasure of Carag Eight Peaks has been found. Even now, the ancient riches of the abandoned Dwarven stronghold are lying ready for a brave group of Heroes to collect them. Do you dare face what waits for you in the Chaos-ridden undercity of what was once the mightiest city in the Old World?

The Dark Beneath the World is a Quest for a group of four or five Heroes. We recommend that each member of the party has already completed four or five Quests, but as long as the total number of Quests completed by the Heroes comes to around twenty they should be strong enough to cope with everything this adventure throws at them. If the players' own Heroes aren't strong enough, or if they have already read *The Dark Beneath the World* and want to use the characters from the story, they can use the Heroes provided. The pregenerated Heroes, Gotrek, Felix and their companions, don't have any Henchmen accompanying them - they're quite strong enough to cope on their own. Of course, if the players wish to use their own Heroes they may take along as many Henchmen as they require.

We suggest that you read the story if you plan to run this Quest, even if your players aren't going to use the Heroes provided, as it explains the background to the adventure and will help you to convey the unique atmosphere of the undercity during the game.

If the players are using their own Heroes, read out the *Players' Information* section. This gives them the general background to the Quest. Notice that this is a slightly different series of events than those given in the story, to allow the players to use their Heroes with little or no alteration.

If the players are using the pregenerated Heroes you should let them read the first few pages of the story, up to the point where the party enters the undercity. This, in combination with the character sheets, gives the players all the information they'll need to run Gotrek, Felix, and their companions, and recreate their epic adventure. Finally, you should allow the player using Johan to read the section on *The Amethyst College* and give him a copy of the Amethyst Wizard's Spell Book.

Once the players enter the undercity they are committed to complete the Quest, die in the attempt, or give up completely. As soon as the Heroes leave the undercity the Quest is over; they may not make more than one expedition. When the Heroes reach the surface, see the section *Leaving the Undercity*.

PLAYERS' INFORMATION

With you and your companions currently seeking adventure in the Worlds Edge Mountains, ever alert for tales of dungeons bursting with treasure, it was inevitable that you would come to hear of the ancient Dwarven city of Carag Eight Peaks.

Carag Eight Peaks was once the fairest of the Dwarfs' realms. At her height the city was known as The Queen of the Silver Depths. Unlike other Dwarven cities, Carag Eight Peaks was built open to the sky, rather than deep within a mountain. It was built as a sign of wealth and power when the Dwarfs considered themselves to be above both the Elves and Men. But though many thought it would never fall, even when it was built its doom was rapidly approaching.



John Seely

THE DARK BENEATH THE WORLD

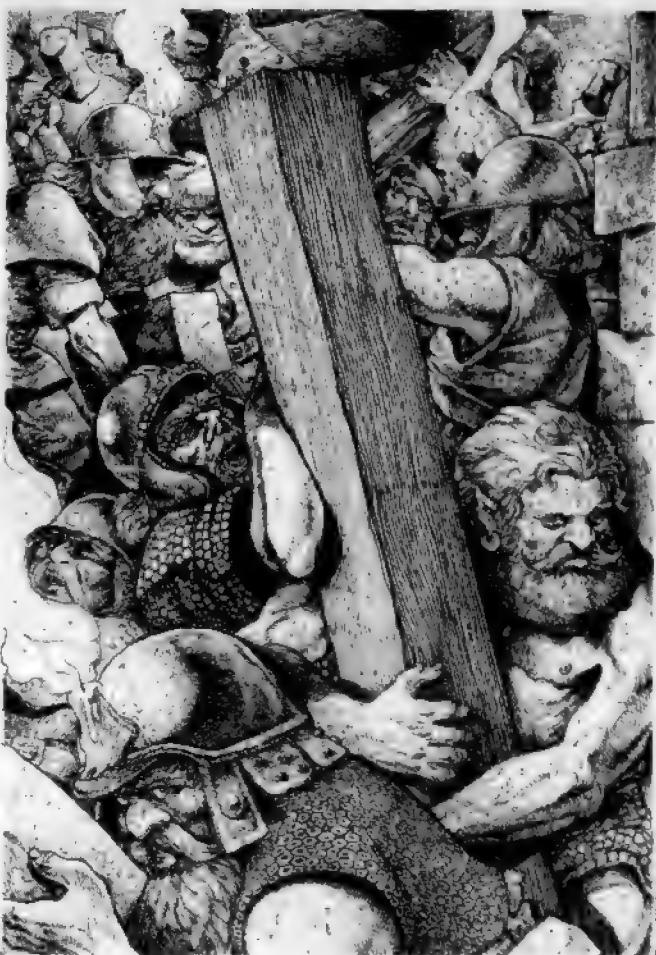
When the Elves warred with the Dwarfs, Carag Eight Peaks, like most Dwarven cities, was considered impregnable. But while three generations of Dwarfs drove the Elves from the forests and forced them into exile beyond the Great Sea, dark forces were working upwards from the heart of the city. From tunnels that ran even deeper than those the Dwarfs themselves had built, there swarmed a terrible foe that struck at the worst possible time: just when the Dwarfs were weary of war and nearly defenceless. Skaven, Orcs, Goblins, and other creatures that cannot be described, drove into the heart of the city from beneath, like a cancer forcing itself to the surface of the skin.

Even though they were near defeat, the Dwarfs once more took up arms and went to war. This new war was fought deep below the mountains, in dark, dingy passageways blacker than pitch. Shafis collapsed as new tunnels were built, both by the Dwarfs and by the terrifying creatures that fought savagely against them. Daemons were summoned and took their terrible toll on the weakened Dwarf armies. Poison gas wafted its deadly way through corridors lined with the dead of both sides. The Dwarfs fought like they had never fought before, and still they lost.

In the end it became obvious that the war couldn't be won. The Dwarfs sealed the tombs of their kings and their treasure-vaults, and abandoned Carag Eight Peaks to their foes.

Perhaps the tales of what lies in the abandoned city have been exaggerated over time. Maybe the stories of piles of treasure taller than the mountains themselves are false, and the tales told of the creatures that guard them mere storytellers' fancies. But then again, maybe they're true.

A Dwarven friend named Faragrim once told you of his own journey into the city. He insisted that there really is treasure to be found: a magic sword called Karaghul that was once a Templar's blade, and a terrifying monster that guards it. You cannot resist such a treasure, and have vowed to find it or die in the attempt.



Russ Nicholson



Russ Nicholson

THE AMETHYST COLLEGE

Amethyst Wizards are supposed to be self-indulgent and pleasure loving individuals. It is said that their magic feeds their hunger and keeps their spirits buoyant. On occasions they can be selfish, and are prone to the worst excesses of self-interest. This comes from their introspective nature and the study of their own motivations and desires. They are masters of the hidden forces that drive Humankind and its emotions. Their speciality is magic of the soul. Of all the colleges, the Amethyst Wizards are the most adept at constructing the magical incantations that can alter a person's will.

The Amethyst College has mauve, pink and pastels as its colours. The symbol of the college is the scythe, signifying mortality, and reminding the Wizards of this college to seek their rewards in this life rather than the next.

The extra spells given here can be used to create Wizards of the Amethyst College in exactly the same way the *Advanced Heroquest* rulebook gives rules for creating Wizards of the Bright College. The table below gives the cost of six spells that Wizards of the Amethyst College may learn in addition to the four they know at the start of their adventuring careers.

AMETHYST WIZARD'S SPELLS COST TABLE

Spell	Cost
Spirit Control	125 GCs
Sleep	200 GCs
Rout	150 GCs
Disillusion	150 GCs
Soul Share	175 GCs
Spasm	200 GCs

THE UNDERCITY OF CARAG EIGHT PEAKS

Although the undercity of Carag Eight Peaks once extended for many hundreds of miles, and its tunnels burrowed deep into the earth, years of neglect at the hands of the Goblinoids now inhabiting its magnificent chambers have reduced it to a shadow of its former glory. Most of the corridors are blocked, the walls are thick with moss, and many of the more intricate columns, archways and bridges are simply too dangerous to approach. The undercity of Carag Eight Peaks has only five levels accessible to the Heroes.

To give the Heroes some idea of the state of the corridors of the undercity, read them the following:

You descend a stairway running down into the darkness. Great columns lie shattered all around you. Piles of masonry ease up against the walls. A thin cloud of dust drifts down from the ceiling as ominous cracking noises echo around the abandoned chambers. Small bats lurch from the shadows and flutter down the corridor into the inky blackness. Rats scuttle around your feet from nests in the shattered stonework. The whole place is smothered in the oppressive silence of the grave.

CHARACTERS

The undercity of Carag Eight Peaks contains four characters: Goggrul Skarlug and Skumwort Skabba, Orc Warchiefs in charge of the Orc clans that now control the dungeons; Garg Gorgul, an Ogre who has allied himself to the Orc hordes; and Thulgul, a Troll who has been horribly mutated by exposure to warpstone and now acts as the guardian of the sword Karaghul.

Goggrul's usual tactic is to hit first and ask questions later. This has caused a great deal of friction between himself and Skumwort Skabba, the leader of the Howling Moon tribe that shares the undercity. Skumwort insists that it isn't a good idea for the tribes to fight each other when they should be out dealing with the Dwarfs that are trying to reclaim the area.

In general, Goggrul agrees with this - the Dwarfs are a more important foe. However, Goggrul's paranoia has convinced him that Skumwort will try to merge the two tribes under his own command if he is left alone for even a brief moment. Goggrul would therefore prefer to sit tight and let the Dwarfs come to him. That way he can keep an eye on Skumwort, whom he believes to be working with the Dwarfs. From Goggrul's point of view, that's a far safer course of action.



Skumwort Skabba

Skumwort Skabba is the leader of the Howling Moon tribe. Like Goggrul, Skumwort has taken a long time to reach the exalted position of leader, and he too isn't in any mood to hand over control to someone else. Unlike Goggrul, Skumwort reached his position of power by proving himself to be a good provider for the tribe, rather than by force - wasn't it Skumwort who found the entrance to the undercity and increased the tribe's wealth tenfold? Of course it was.

And then the Orcs of the Snarling Sun tribe came along, wanting their share. Well Skumwort was indignant that they weren't going to get it by force. But, just as he was about to kick the interlopers out, the Dwarfs arrived and ruined everything. Now Skumwort has found himself in an uneasy alliance with the Snarling Suns. Even though Skumwort would rather leave them and the Dwarfs to fight it out among themselves, he knows that the only way for the Orcs to win is to work together.

Unfortunately, Goggrul Skarlug, the leader of the Snarling Suns, has some strange idea about not fighting the Dwarfs. He just wants to sit tight and let them come to him. Now what sort of plan is that?

Garg Gorgul

Garg Gorgul came to the World's Edge Mountains in search of refuge. As a pit fighter in a travelling freak show he was subjected daily to appalling violence, as he fought for his life against heavily-armed men in the cause of entertainment. When a chance came to escape, Garg took it without a second thought and headed into the nearby hills.

But it was only a matter of time before Garg came across an even more dangerous enemy than man; caught unawares while bedding down for the night, he was ambushed by a small group of Orcs - a scouting party of the area's ruling tribe, the Snarling Suns. But Garg was in no mood to surrender. Years of training against unfair odds had prepared him adequately for the swift and bloody battle that followed.

When the rest of the tribe caught up with what was left of the scouting party, their leader, Goggrul Skarlug, immediately saw the Ogre's potential as a bodyguard. Goggrul realised Garg could protect him from the enemies that were always following him just out of sight.

Garg has served Goggrul faithfully ever since. While the rewards aren't good, at least Garg can now fight on his own terms. He is content enough with the situation - at least for the moment.

When the Heroes enter the first level of the undercity take the Orc Warchief character monster counter. This represents both Orc Warchiefs - see *The Orc Warchiefs* for more details on how to use it. When the Heroes enter the third level take the Ogre Chieftain character monster counter. Once you have taken a character monster counter it may be played at any time when placing monsters. The fourth character monster, Thulgul the Troll, cannot leave its lair, so you don't need a character monster counter for it - it may only be placed in the indicated rooms on the map.

Character	May be used on
Goggrul Skarlug, Orc Warchief (of the Snarling Sun Tribe)	Levels 1-4
Skumwort Skabba, Orc Warchief (of the Howling Moon Tribe)	Levels 1-4
Garg Gorgul, Ogre Chieftain	Levels 3-4
Thulgul, Chaos Troll	Level 5 - C, D & E

Goggrul Skarlug

Goggrul is a typical Orc - mean, unpleasant, and violent. The reason he's got where he is today is that he is more mean, more unpleasant, and considerably more violent than his fellows. Having clawed his way up the ladder of success to become leader of the largest Snarling Sun tribe in the local area, Goggrul is in no hurry to give up his position. He ruthlessly slaughtered anyone who tried to stand in his way or question his authority. It is fair to say he rules the tribe with an iron fist.

Thulgul

When the undercity of Carag Eight Peaks was first built there were forgotten corners deep within its corridors where foul creatures dwelt. Sometimes the Dwarfs' digging broke through into a natural cavern that was already the lair of some twisted abomination; sometimes migrating monsters decided to make their lairs in the twisting dungeons of the city - the Dwarfs soon learnt to accept such creatures' presence.

When the city fell to the ravages of Chaos this hidden population's numbers exploded. They became twisted and changed by the effects of the new power that held sway over the shattered community.

Like his kin, when Thulgul first came to Carag Eight Peaks he was a normal Troll. But that was many years and many changes ago. When the city fell, he was captured by small rat-like humanoids that hammered great chunks of glowing green stone into his flesh.

Exposed to warpstone and Chaos by the Skaven of Clan Moulder, Thulgul's form has been twisted into indescribable shapes. Kept alive beyond his normal lifespan by the awesome power of the warpstone chained to his ravaged body, Thulgul has become a brutish servant of Chaos whose sole remaining task is to destroy everything he finds.

THE ORC WARCHIEFS

The Orc Warchiefs, Goggrul and Skumwort, always travel together. They mistrust each other intensely and under no circumstances will each let the other leave his sight. Each is convinced that the other will try to do something sneaky and underhand if he's left alone. For this reason, both characters are represented by the same character monster counter.

The Orc Warchief counter is used in the normal way - you may add it to any group of monsters that you are placing on the table. However, instead of placing one Orc Warchief when you play the counter, you must place both. Each Warchief commands half of the group of monsters that they are placed with - split the group into two units with approximately the same points value. Each unit of monsters may be given a different set of orders in the gamesmaster phase - ie the monsters in one unit may move and attack while the others may attack and move. Once the composition of each unit has been decided it may not be changed, even if some of the monsters are killed.

If one of the Warchiefs is killed in combat the character monster counter may still be used, but it now only represents the surviving Orc. Once both Warchiefs are killed the counter is discarded.

FIRST TO FOURTH LEVELS

Each of the first four levels is set up using the normal rules. Each level starts with a set of stairs leading down to two sections of passageway and a T-junction. On the first level the stairs represent the last few feet of the Silverway - the great stairway that leads to the undercity. From there you create the undercity using the random generation tables. The only differences from the normal rules are as follows:

Stairs: If a set of stairs are rolled up on the *Passage End Table* refer to the following table to see what is actually placed at the end of the passage

Level	Stairs Down	Stairs Out
1	Dead End	Stairs Out
2	T-Junction	Stairs Out
3	T Junction	T-Junction
4	Dead End	T Junction

Quest Rooms: All Quest Rooms contain a treasure chest and a set of monsters rolled on the *Quest Rooms Matrix*. In addition, roll on the following table to see if the Quest Room contains a set of stairs down.

Level	Stairs	No Stairs
1	1-6	7-12
2	1-4	5-12
3	1-2	3-12

Hazard Rooms: If a Hazard Room is generated on the *Room Type Table* refer to the following table to see what is actually placed.

D 12	Room
1	The Square of Merscha*
2	Bridge
3-5	Apparition**
6	Well
7	Giant Moths
8-12	Roll on the <i>Hazard Table</i> from the rulebook

* The Square of Merscha can only be rolled once, and can only appear on the first level. If it has already been rolled, or if the Heroes aren't on the first level, roll again.

** The Apparition can only be rolled three times. If this is the fourth time that it has been rolled, roll again.

Descriptions of these new hazards can be found in the *Special Locations* section.

Opening Doors: All of the Orcs in the undercity can open doors, just as if they were Sentries. However, as they are not true Sentries, they don't add +1 to the GM's surprise roll and they may only open doors that are already there - don't place a door in the room if there wasn't one rolled on the *Room Doors Table*.

THE HALLS OF THE ANCESTORS

When the Heroes descend from a Quest Room on the fourth level they enter the Quest Location depicted on the map. In addition to the above rule about Orcs opening doors, the following special rules apply here.

Exploration Turns: When the Heroes reach The Halls of the Ancestors, you should lay out the undercity using the map provided.

Dungeon Counters: You may not use trap, wandering monster or ambush counters in The Halls of the Ancestors.

Secret Doors: There are no secret doors in the Halls of the Ancestors. However, the Heroes may still search for secret doors, and may do so in any wall, not just in dead ends. Searching one wall on a section takes an entire exploration turn. When the Heroes are searching, roll a dice as if you were rolling on the *Secret Door Table*, but ignore the result and tell the players they find nothing.

Hidden Treasure: The only room on level five that contains any hidden treasure is D, *The Cave*. The Heroes may search for hidden treasure in any of the other rooms, but won't find anything. Don't roll on the *Hidden Treasure Table* when the Heroes search the other rooms, instead roll a dice, ignore the result, and tell them they find nothing.



SPECIAL LOCATIONS

The following locations are particular to the undercity of Carag Eight Peaks. They are taken from the story. We suggest you read the relevant passages of text before using them, as they give a great deal of information you will find useful when describing these places to your players.

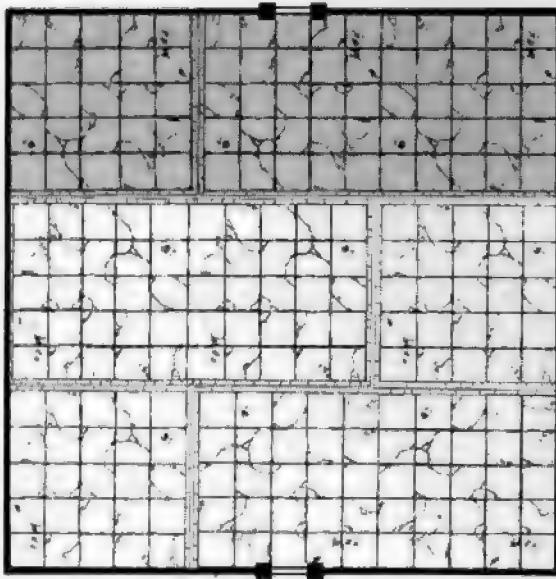
Of course, there is nothing to stop you using these locations in other Quests. The Square, Bridge, Well, Moths and Statuelined Corridor are simple additions which will add variety to any dungeon. The Apparition may need some additional work to fit in with other Quests, but you can take the basic idea and alter it to suit your own purposes.

The Square of Merscha

Felix looked out across a square larger than any structure he had ever known and he knew that he could not cross it. He did not want to pass below that vaulted ceiling for fear that the artificial sky would fall.

The Square of Merscha is set up as shown below.

The Square of Merscha is a single, very large room made out of six of the normal rooms. The internal walls are ignored, and the Heroes and monsters may move between the dungeon sections at will. When the Heroes enter the Square, they come in from the bottom door, opposite the shaded area.



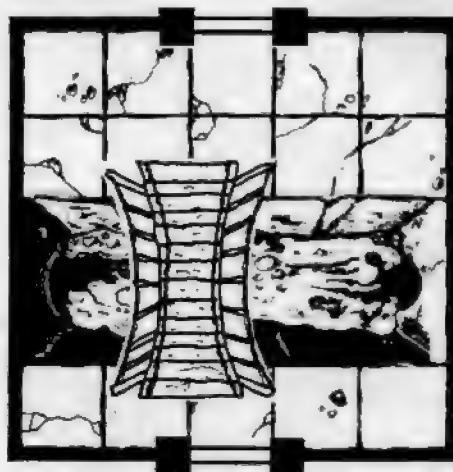
The square of Merscha is the largest hall in the undercity of Carag Eight Peaks. It was the scene of the famous battle between the Dwarven warriors of Queen Hilga and a Goblinoid army, and it is every Dwarf's dream to see it with his own eyes. Now, however, it is home to the Goblinoids that infest the derelict undercity.

When the Heroes enter they can just make out shadowy figures on the opposite side of this room. The figures' bright amber eyes twinkle in the gloom as they move to encircle the Heroes. Roll for this room's inhabitants on the *Quest Rooms Matrix*, using the Level Four column and adding +2 to the dice roll (counting a result of 13 or 14 as a 12). The Orcs are set up as normal, except that they may only be placed in the shaded rooms. Once placed, all of the normal rules apply.

Bridge

Felix stared down into the chasm. Stars glittered in its depths.

A bridge is set up using the chasm and bridge sections, as indicated below.



The undercity of Carag Eight Peaks is littered with gaping chasms and sheer drops. Even the mining and construction skills of the Dwarfs cannot repair a fissure that nature itself has torn into the earth. In their typically pragmatic manner, the Dwarfs simply construct a metal bridge across such an obstacle.

A bridge can be crossed quite easily unless the Heroes are under attack. As fighting on a bridge involves a considerable amount of risk, each Hero or monster who takes a hit when standing on the bridge must roll a D12, add his Speed and refer to the following table. Note that only a hit needs to be caused on the Hero or monster to make him roll - it is not necessary to cause a Wound.

D12 + Speed	Result
2-10	Aaaargh: The Hero/monster is struck so hard he loses his balance and is pitched over the side of the bridge. Unless he spends a Fate Point, he falls to his death thousands of feet below.
11-13	Slip: The Hero/monster slips and falls as the bridge suddenly swings to one side. Roll a dice and divide the result by two. The model remains prone for that many turns. While prone, a model counts as having a WS of 2.
14-17	Side-step: The Hero/monster wrong-foots his opponent. For the next turn only, the model's opponent is treated as having a WS of 2.
18-24	Dodge: By nimbly dodging to one side, the Hero/monster manages to overbalance his opponent. The enemy model suffers an <i>Aaaargh</i> result from this table.

The bridge itself has a Toughness of 9 and 7 Wounds. All attacks on the bridge hit automatically for normal damage. Once it reaches 0 Wounds the bridge collapses. Any model on the bridge when it collapses falls to its death just as if it rolled an *Aaaargh* result on the above table.

Apparition

Far down the corridor there was a faintly greenishly glowing figure. It was an old bearded Dwarf. Light poured from it and through it. The ghostly figure wailed, a thin, reedy sound, and advanced towards Gotrek, arms outstretched.

This is a non-combat encounter designed to scare the players, and to make them think that there is another, even more terrible enemy than the Orcs to deal with. Only when the third apparition appears does it become clear that the ghostly figures are benign. Until that point, you should do your best to frighten the players by making these ghosts seem as horrible as possible. This encounter is very important because it is the first time the Heroes become aware that as well as retrieving the sword, Karaghul, they must also lay to rest the unquiet spirits of the Dwarfs that used to inhabit Carag Eight-Peaks.

As soon as the Heroes enter this room an insubstantial figure materialises opposite them. The ghost's form and actions depend on whether this is the first, second, or third time this incident has occurred.

First Time: The first apparition is of a small, very old male Dwarf. He stands at the opposite side of the room facing the Heroes with his arms held out as if pleading for something. He doesn't move and appears to be trying to speak. He remains in the room for two turns before a look of sudden terror crosses his face, he turns his head and then vanishes with an ear-piercing scream. When the apparition screams, every Hero within 12 squares of the figure must roll a dice and add +1. If the result is greater than the Hero's Bravery the Hero will run directly away from the room, just as if he had been hit by a Flight spell. If the result is less than the Hero's Bravery he is not frightened and stands his ground.

Second Time: The second ghost is also of a Dwarf, though this one is clearly younger. Like the first he appears to be saying something. This time however, the Heroes can hear a noise like the wind rustling through a pile of leaves, though they can't make out what is being said. The figure remains motionless for a turn, and then moves towards the nearest Hero at the rate of 10 squares per turn. It will move towards the chosen Hero for three turns before vanishing with a scream, as above (though this time, the Heroes don't have to make a test against their Bravery). If the ghost manages to touch the Hero it is approaching, the Hero will feel a sense of great pain and sorrow. For the next D12 turns the Hero's Bravery is reduced by -2.

Third Time: This time, although the figure is again a Dwarf, it is the ghost of a Dwarf woman. What's more, the Heroes can actually make out what she says.

"Aid us... Free us. Our tombs are desecrated and a terrible warping power rests within our halls.

"We have committed no crime. We had departed to join our ancestral spirits when we were brought back by the desecration of our resting place. We were wrenched from eternal peace."

If the Heroes ask what could cause such a thing, the ghost will answer:

"What else has the strength to upset the order of the universe... What else but Chaos."

Even if the Heroes don't ask, the Dwarf will continue:

"Cleanse our tomb of that which lies there and we will be free... If you do not we shall not be able to rejoin our kin. We will gutter and vanish like candleflames in a storm. Even now we fade. Only a few of us are left."

The apparition then disappears.

The Dwarf ghosts only appear three times in this way. If this encounter is rolled again, reroll the dice.

Well

"Are you mad, manling? Can you not see the water is tainted?"

Like all communities, the Dwarven city of Carag Eight Peaks relied on a plentiful source of clean water to sustain it. For this reason, the undercity is teeming with wells and drinking fountains.

However, the water supply has long been too tainted to drink. The Skaven that helped overthrow the city 3,000 years ago added small amounts of warpstone to the source of the water, poisoning it so that none but the Skaven themselves could drink it without suffering the effects of Chaos.

If a Hero takes even a casual look at the water this is obvious. The water is a pale green and glows with an unnatural light. A sane person wouldn't even consider taking a mouthful. Any Wizard in the party can immediately tell what the source of contamination is.

If a Hero does take a drink from the water, he must roll on the following table.

D 12	Result
1	Deadly Poison: The Hero must spend a Fate Point or die horribly.
2-6	Poison: The Hero loses 1 Wound unless he spends a Fate Point
7-10	Sick: The Hero's WS is reduced by -2 for the next 2D12 turns.
11-12	No Effect: Although the water tastes foul, it has no unpleasant effects on the Hero.

Giant Moths

More and more splinters left the wall like a blizzard of giant snowflakes. Felix found himself surrounded by soft bloated bodies and fluttering wings.

The walls of this room seem to be covered with a thick layer of white mould. In itself this is not unusual, as the Dwarfs cultivated mushrooms for food. However, once a Hero steps into this room, the white material on the walls reveals itself to be a huge swarm of gigantic moths. The Hero's movement has disturbed them. Everyone in the room is suddenly smothered by thousands of huge insects that batter against them in an attempt to scare them off.

The Heroes have four choices:

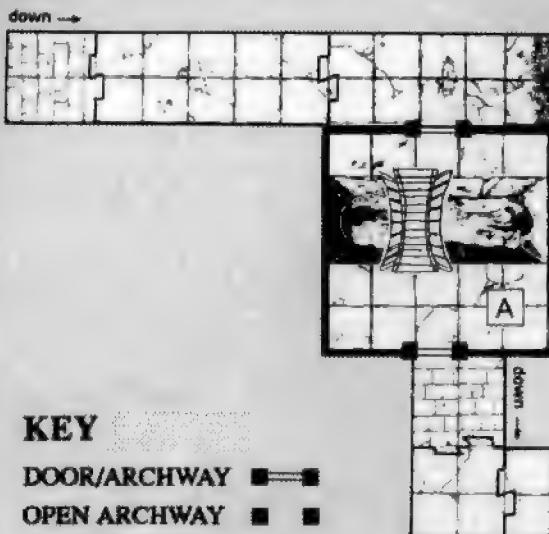
Greek Fire: If the Heroes have two flasks of Greek Fire, they can use them to flame the room and kill the moths. This takes one exploration turn during which they may do nothing else. One flask doesn't kill enough moths to have any effect.

Magic: A wizard can cast a Flames of Death, or similar fire-based spell, to clear the room.

Fight It Out: The Heroes can wade into hand-to-hand combat with the moths. This takes one exploration turn, during which they may do nothing else. If the Heroes choose this option, they must decide who enters the room. Roll a dice and divide the score by 2 (rounding up). The result is the total number of wounds suffered by the Heroes as the moths envelop and suffocate them. The moths' wings are forced down the Heroes' throats as the pulsing mass of insects press against them, causing them to choke and pass out. The wounds should be distributed amongst the Heroes that entered the room, and must be divided as evenly as possible between them. Any odd points take effect on those Heroes with the least armour first. Fate Points may not be used to stop these Wounds.

Slam the Door: The Heroes can leave and slam the door. Record the fact that the room contains undefeated moths.

THE HALLS OF THE ANCESTORS



THE HALLS OF THE ANCESTORS - MAP KEY

The Halls of the Ancestors are where the Dwarfs used to bury their dead. It is here that the sword Karaghul lies, and where the Troll, Thulgul, make his lair.

When the Heroes enter the Halls read them the following:

Glancing around you can see that the walls here have been deliberately defaced. The old dwarven stonework has been brought down to make way for newer and cruder carvings. Brown blood stains the floor, and strange glyphs have been gouged into the rock.

A: The Chasm-Bridge

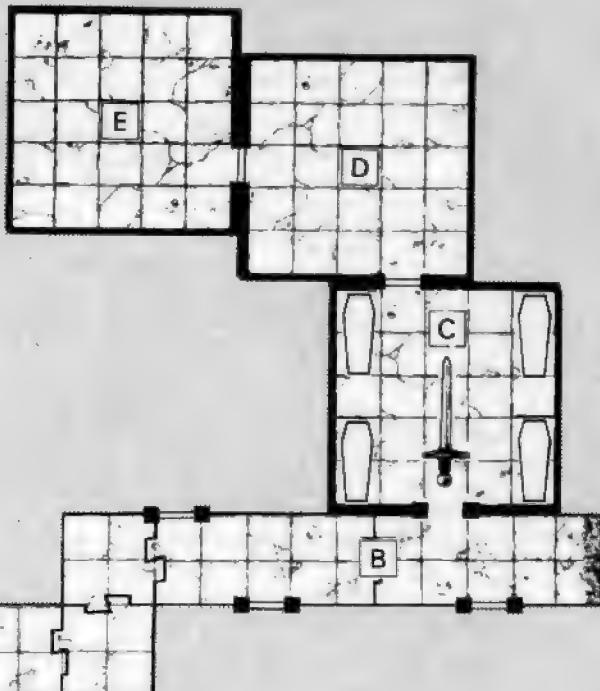
This location is set up exactly like the Bridge from the *Special Location* section.

B: The Corridor of the Dead

The corridor is lined with decorative archways, each leading off into a tomb in which the Dwarfs buried their dead. Each archway is represented with one of the plastic doors. With the exception of the archway to location C, *The Despoiled Tomb*, all of the entrances are blocked with huge slabs of stone covered in runic seals. These runes can only be understood by a Dwarf, and read:

Herin lie the bodies of our dead. They set down their lives in defence of our realm, for which we owe them the greatest of debts. As they were Heroes in life, so they shall be rewarded in eternal rest. These seals separate their bodies from the living, but their souls and memories live on in our hearts and minds. Rest well, for you have given us all you could. We expect no more.

The Heroes may attempt to break the slabs down. Each slab has 11 Toughness and 30 Wounds. A Dwarf can break the



seals and open the slab easily, but to do so will lose him 2 Fate Points. Open archways, like that to Location C, can be represented by taking out the plastic door itself and using just the door frame.

If the Heroes enter any of the other tombs they are laid out in the same manner as Location C. To determine the treasure each contains, make three rolls on the *Treasure Chests Table*.

C The Despoiled Tomb

The entrance to this tomb has already been opened by Faragrim. This is where the sword Karaghul rests, and is the entrance to the area where Thulgul makes his lair. When the Heroes enter this room read them the following:

The entrance to this tomb has already been opened. This must be the location that Faragrim was talking about. Beyond the archway there is a small chamber, richly decorated with wall-hangings and the like. Lying along the wall are great sarcophagi carved to resemble the figures of sleeping Dwarfs of noble aspect. On the right are the male Dwarfs, on the left the females. Some of the tops of the coffins have been removed, and the Dwarfs' bones piled in the centre of the room along with old banners and hundreds of Gold Crowns. Protruding from the centre of the pile there is the hilt of a sword, shaped to resemble a Dragon. It must be the blade Karaghul.

The coffins can be represented with the appropriate Citadel Miniatures. To determine the treasure here make five rolls on the *Treasure Chest Table*, doubling the amount of Gold Crowns rolled. If the Heroes take the treasure, see *Leaving the Undercity*.

The sword, Karaghul, has the following abilities and may be used by any Hero:

Karaghul

WS +2, S +2, never fumbles, criticals on 10-12, allows the bearer to cast three Flames of Death spells per expedition.

D: The Cave

When the Heroes enter this room, read them the following:

The floor of this room is littered with the gnawed bones of dozens of creatures. Some are Human, some are Orc, while others simply cannot be described and must have come from some hideously mutated creature ravaged by the effects of Chaos. There is a small hole in the back corner of the room, and even above the stench of decaying flesh you can definitely detect a fresh breeze blowing through it.

Lying around the floor of this room are: 1000 gold crowns; 2 Healing Potions; and 1 magic scroll

In addition, if the Heroes search for hidden treasure they will find the following: 1000 gold crowns; 1 suit of magic chain; 1 Healing Potion; and 1 Strength Potion.

Note that this treasure is not the Dwarfs', and may therefore be taken freely without affecting the Heroes' Fate Points (see *Leaving the Undercity*).

E: The Shaft

At the back of this room, where the roof and the wall join, there is a shaft leading up to the surface. It is from here that Thulgul gets fresh air, water in the form of rain, and the odd animal that stumbles down the hole from the surface for food. You should read the following to the players as they enter.

In the far corner of the room, near the roof, there is a hole leading up into the darkness. You can feel a fresh draught coming from it, and can only assume it leads to the surface.

THULGUL'S LAIR

Locations C, D. and E are Thulgul's lair. While the Heroes are in rooms C or D, you may bring Thulgul into play at the end of any exploration turn by discarding an ambush counter if you have one. If you haven't got an ambush counter, Thulgul is placed in room E. Whenever you play him, he automatically surprises the Heroes and play proceeds to the GM phase of the first combat turn. When the Heroes are attacked by Thulgul, read them the following:

A huge horn-headed shadow looms towards you. The creature was once a Troll. Now it is hideously changed. It has a gnarly hide covered in huge, dripping tumours and three enormously muscular arms, one of which terminates in a pincer claw. Growing from its left shoulder, like some obscene fruit, is a small babyish head which glares at you with wise malign eyes. It chitters horridly in a language that you do not recognise. Pus dribbles down its chest from a huge leech mouth set below its neck.

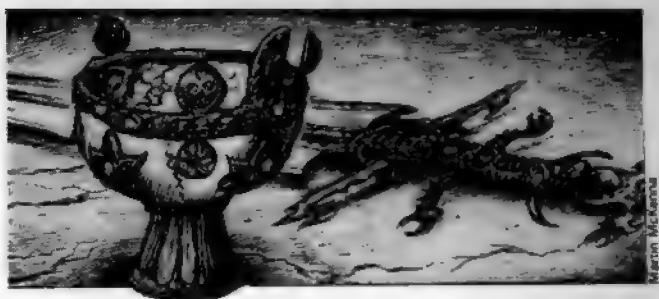
As soon as the Heroes kill Thulgul the apparition of the Dwarf woman that appeared earlier arrives again. She look different, as if a burden has been lifted from her shoulders. She is surrounded by the pale forms of all the other Dwarfs whose bodies have been disturbed. She turns to the Heroes and says:

"The ancient enemies are gone. We are in your debt.

"All we ask is that you reseal our Tomb so that we may again be at rest, and so that none may take what is ours in death and cause our spirits to wander the earth in agony.

"Take the sword Karaghul and our blessings. We wish you well. You shall be remembered."

She then fades away for the final time, her form changing to a golden light brighter than the sun as she and the other Dwarfs return to eternal sleep.



Resealing the Tomb

Resealing Location C may be achieved in one of two ways: any Dwarf in the party may reactivate the remains of the runic seal on the slab of stone that blocked the archway; or the slab may be pulled shut by force. In the first instance, once the seal has been reactivated by pressing the correct runes in sequence, the stone slab glows with a bluish light and slides back into place magically. In the second instance, a number of Heroes with a combined Strength of 35 may drag the slab into place and close the tomb off.

Once the slab has been put back in place, which may be done from either side, it can only be opened again by breaking it down. It has 11 Toughness and 30 Wounds.

If any of the stone slabs in The Halls of the Ancestors are broken by the Heroes, then the tombs may not be resealed.

LEAVING THE UNDERCITY

The easiest way for the Heroes to leave the undercity is to climb the shaft from the back of Thulgul's lair which leads directly to the surface. If they wish, the Heroes may retrace their steps through levels one to four, but this is much more dangerous route and isn't advisable unless they have to collect something from one of the other levels. It is not possible to return to the Halls via the shaft as it caves in when the last Hero reached the surface. The route is one-way only.



Once they reach the surface, the Quest is over. If the Heroes have killed Thulgul or retrieved Karaghul they may roll on the following table. This determines how many Fate Points each Hero receives for completing the Quest. Notice that the amount depends on whether the Heroes took the Dwarfs' treasure and whether they laid the bodies to rest by resealing the tombs.

The Dwarfs' Treasure

With the exception of Karaghul, any items that the Heroes remove from Location C, or any of the other tombs counts as being part of the Dwarfs' treasure.

FATE POINTS TABLE	
Heroes' Actions	Fate Points
Took treasure and didn't reseal tomb	1
Took treasure and resealed tomb	2
Didn't take treasure and didn't reseal tomb	3
Didn't take treasure and resealed tomb	4

MONSTER MATRICES

In The Dark Beneath the World the major monsters are Goblinoids of the Snarling Sun and Howling Moon tribes. On top of them, there are numerous monsters that make their lairs in the passageways of the undercity. Use the following *Monster Matrices* to roll for wandering monsters and the occupants of Lairs and Quest Rooms.



Each table lists the room's occupants or the composition of the group of wandering monsters, and the total amount of Gold Crowns the monsters carry. The treasure may be split up among the monsters in any manner you wish. Heroes can only take treasure from monsters they've killed.

WANDERING MONSTERS MATRIX			
D 12	Levels 1-2	Levels 3-4	Treasure
1-2	9 Goblins & 9 Goblin Archers	10 Orcs	90 GCs
3-4	7 Orcs & 1 Orc Champion	5 Skaven Gutter Runners	90 GCs
5-6	10 Skaven	11 Orcs	100 GCs
7-8	8 Orcs & 1 Orc Champion	1 Skaven Warpfire-Thrower Team	100 GCs
9	11 Chaos Thugs	12 Orcs	110 GCs
10	9 Orcs & 1 Orc Champion	3 Chaos Warriors	110 GCs
11	6 Skaven Champions	13 Orcs	120 GCs
12	7 Orcs & 1 Orc Champion	8 Goblins, 8 Goblin Archers & 1 Orc Warlord	130 GCs

LAIRS MATRIX				
D 12	Levels 1-2	Level 3	Level 4	Treasure
1	9 Orcs & 1 Orc Champion	10 Orcs & 1 Orc Champion	5 Orcs, 1 Orc Champion & 1 Orc Warlord	110 GCs
2	7 Orcs & 2 Orc Champions	6 Orcs & 3 Orc Champions	3 Orcs, 2 Orc Champions & 1 Orc Warlord	110 GCs
3	10 Orcs & 1 Orc Champion	7 Orcs & 3 Orc Champions	4 Orcs, 2 Orc Champions & 1 Orc Warlord	120 GCs
4	8 Orcs & 2 Orc Champions	5 Orcs & 4 Orc Champions	4 Orc Champions & 1 Orc Warlord	120 GCs
5	11 Orcs & 1 Orc Champion	8 Orcs & 3 Orc Champions	5 Orcs, 2 Orc Champions & 1 Orc Warlord	130 GCs
6	9 Orcs & 2 Orc Champions	6 Orcs & 4 Orc Champions	3 Orcs, 3 Orc Champions & 1 Orc Warlord	130 GCs
7	7 Orcs & 3 Orc Champions	4 Orcs & 5 Orc Champions	4 Orc Champions & 1 Orc Warlord	130 GCs
8	5 Orcs & 4 Orc Champions	2 Orcs & 6 Orc Champions	9 Orcs & 1 Orc Warlord	130 GCs
9	13 Orcs & 1 Orc Champion	4 Orcs & 6 Orc Champions	11 Orcs & 1 Orc Warlord	150 GCs
10	11 Orcs & 2 Orc Champions	8 Orc Champions	5 Orcs, 3 Orc Champions & 1 Orc Warlord	150 GCs
11	9 Orcs & 3 Orc Champions	5 Orc Champions & 1 Orc Warlord	3 Orcs, 4 Orc Champions & 1 Orc Warlord	150 GCs
12	15 Orcs & 1 Orc Champion	6 Orc Champions & 1 Orc Warlord	13 Orcs & 1 Orc Warlord	170 GCs

QUEST ROOMS MATRIX				
D 12	Levels 1-2	Level 3	Level 4	Treasure
1	15 Orcs & 1 Orc Champion	6 Orc Champions & 1 Orc Warlord	13 Orcs & 1 Orc Warlord	170 GCs
2	7 Orcs & 5 Orc Champions	6 Orcs, 3 Orc Champions & 1 Orc Warlord	11 Orcs, 1 Orc Champion & 1 Orc Warlord	170 GCs
3	3 Orcs & 7 Orc Champions	12 Orcs & 1 Orc Warlord	9 Orcs, 2 Orc Champions & 1 Orc Warlord	170 GCs
4	17 Orcs & 1 Orc Champion	8 Orc Champions & 1 Orc Warlord	15 Orcs & 1 Orc Warlord	190 GCs
5	9 Orcs & 5 Orc Champions	8 Orcs, 3 Orc Champions & 1 Orc Warlord	13 Orcs, 1 Orc Champion & 1 Orc Warlord	190 GCs
6	5 Orcs & 7 Orc Champions	14 Orcs & 1 Orc Warlord	11 Orcs, 2 Orc Champions & 1 Orc Warlord	190 GCs
7	7 Orcs & 2 Orc Warlords	8 Orcs & 2 Orc Warlords	9 Orcs & 2 Orc Warlords	190 GCs
8	9 Orcs & 2 Orc Warlords	10 Orcs & 2 Orc Warlords	11 Orcs & 2 Orc Warlords	210 GCs
9	5 Orcs, 2 Orc Champions & 2 Orc Warlords	6 Orcs, 2 Orc Champions & 2 Orc Warlords	7 Orcs, 2 Orc Champions & 2 Orc Warlords	210 GCs
10	11 Orcs, 2 Orc Champions & 1 Orc Warlord	6 Orcs, 5 Orc Champions & 1 Orc Warlord	11 Orcs & 2 Orc Warlords	210 GCs
11	15 Orcs & 1 Orc Warlord	8 Orc Champions & 1 Orc Warlord	7 Orcs, 5 Orc Champions & 1 Orc Warlord	210 GCs
12	17 Orcs & 1 Orc Warlord	9 Orc Champions & 1 Orc Warlord	13 Orcs & 2 Orc Warlords	230 GCs

GOTREK GURNISSON

Gotrek Gurnisson is a Trollslayer - a Dwarf with a self-imposed deathquest. He seeks to atone for a personal crime, the nature of which he alone knows. However, Gotrek is simply too tough and too lucky to die. He seeks out the most dangerous of opponents and invariably overcomes them.

Gotrek, like most Trollslayers, is nasty, brutish and short. His body is covered in tattoos, and a great crest of orange hair rises from his head. He is a fearsome sight.

Gotrek is well-travelled, and has spent a great deal of time visiting all corners of the Empire in search of his fate. He maintains a front of contempt for Human civilisation, declaring it to be self-indulgent and dishonourable.

But while he appears uneducated and savage, Gotrek is in fact surprisingly knowledgeable on a wide variety of subjects. He trained as an engineer in his youth, and can read and write extremely well.

Like all Dwarfs, Gotrek is proud and loyal to his comrades. His one true friend however, is Felix Jaeger, his travelling companion. When not seeking death, Gotrek is a sad character, given to bouts of deep depression punctuated by fits of extreme anger.

Gotrek has vowed to enter Carag Eight-Peaks and kill the Troll which he believes makes its lair deep in the undercity. Like all Trollslayers, he doesn't expect to return.

	Start	Current
Weapon Skill	12	12
Bow Skill	4	3
Strength	9	9
Toughness	10	11
Speed	9	7
Bravery	12	12
Intelligence	9	9
Wounds	7	7
Fate	5	5

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
2-H Axe	8	1-2	11-12	Hit Roll	2	2	2	2	2	2	2	3	4	5	6	7	

Ranged	Range	1-3	4-12	13-24	25-36	37+
Combat	Hit Roll	9	10	11*	12*	Miss

Armour	Bow Skill	Toughness	Speed
Chain Mail	-1	+2	-2

Equipment/Notes: *No criticals at this range. Adds +2 to spot and disarm traps rolls. May go *berserk* at the start of any combat phase.

FELIX JAEGAR

Felix Jaeger is an amicable young man, about six foot in height with blonde hair and a duelling scar on his cheek. He has a perpetual, twitchy, worried expression on his handsome face, as befits one who is both a wanted outlaw and an associate of Gotrek Gurnisson.

Felix was once a articulate, well-educated student studying Classical Literature at Altdorf University. Then one day, he found himself in a duel with the bullying Wolfgang Krassner. Felix despatched Krassner, although he certainly didn't intend to do so, and was expelled.

Felix's father disinherited him and the young poet took to politics. As a leader of the now infamous Window Tax

march, Felix was at the head of the crowd when the peaceful demonstration degenerated into a riot and the Imperial Cavalry intervened to quell the bloodbath.

Felix's life was saved when he was pulled from under the hooves of the cavalry by a drunken Trollslayer, who then cut them a path to freedom.

After waking from an epic pub-crawl, Felix was horrified to discover that while drunk he had sworn to accompany the Dwarf and record his death. Since he was sought for the murder of Krassner, Felix had no choice but to follow Gotrek, the Dwarf, when he left the city. Since then, Felix has regreted his oath on many occasions. And this is one of them.

Steve Toppan



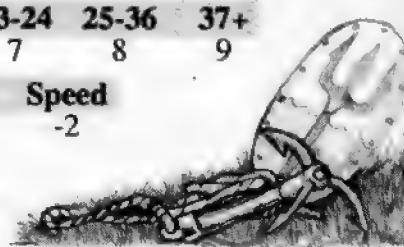
	Start	Current
Weapon Skill	8	8
Bow Skill	8	7
Strength	6	6
Toughness	6	8
Speed	9	7
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	4	4

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Sword	4	1	12	Hit Roll	2	2	2	3	4	5	6	7	8	9	10	10	

Ranged	Range	1-3	4-12	13-24	25-36	37+
Combat	Hit Roll	5	6	7	8	9

Armour	Bow Skill	Toughness	Speed
Chain Mail	-1	+2	-2

Equipment/Notes: -





Steve Taplin

JOHAN ZAUBERLICH

Johan Zauberlich is a man of medium height who dresses in the flamboyant manner of a Wizard of the Amethyst College. He speaks with the pedantic, cultured accent of a savant of the University of Nuln. He is cautious and tired of the long quest to the World's Edge Mountains. He has had some premonitions of his own death and is reluctant to continue.

Johan was once an initiate of the Temple of Sigmar. He studied at the monastery of Our Father of the Hammer outside Nuln. He was the only survivor when the place was burned to the ground by a marauding group of Beatmen led by the Chaos Warrior Thalman Lionheart. Johan had been gathering wood outside at the time and hid until the raiders

departed. The experience sent him into shock and he wandered the woods maddened by hunger.

A young Templar named Aldred Fellblade was despatched by the temple authorities to investigate what happened. He discovered Johan and nursed him back to health. Johan decided to abandon his life of contemplation and became Aldred's companion.

Johan studied under Professor Heilman at the university of Nuln, where he and Aldred discovered and destroyed the Crimson Rose, a Chaos cult dedicated to Tzeentch that had infiltrated the campus.

He swore the same oath as Aldred to recover the blade, but now considers the cost is too high and is reluctant to go on.

	Start	Current
Weapon Skill	6	6
Bow Skill	6	6
Strength	5	5
Toughness	6	6
Speed	8	8
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	3	3

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
				Hit Roll		2	3	4	5	6	7	8	9	10	10	10	10

Ranged	Range	1-3	4-12	13-24	25-36	37+
Combat	Hit Roll	6	7	8	9	10

Armour	Bow Skill	Toughness	Speed
None	-	-	-

Equipment: Amethyst Wizard's spell book (all 10 spells); 10 spell components (your choice); 6 flasks greek fire; 10' rope; 10 spikes



Steve Taplin

ALDRED FELBLADE

Aldred is a tall, lean, grim-looking man of about 35. He has long black hair and blue eyes. He wears battered plate mail of the highest quality and wields a two-handed greatsword from which he takes his name.

Aldred has been a soldier for the Temple of Sigmar since his teens. He saw action in Kislev and has travelled the Old World in the service of his god, hunting heretics and fighting a constant war against the Goblin folk.

He is a fanatic, impossibly brave and dedicated to his cause. He appreciates bravery and self-sacrifice although he has been saddened by the loss of many of his comrades. He and his companion Johan Zauberlich have been diligent

Witch-Hunters and have destroyed many Chaos covens.

His hunt for the Chaos Sorcerer Illek of the Burning Skull took him from Altdorf to Praag to a ruined city on the edge of the Chaos Wastes in Norsca. There he killed the mage in an epic hunt through the twisted rubble.

He has sworn to retrieve the Dwarven sword Karaghul, from the ancient city of Carag Eight Peaks. He claims Sigmar appeared to him in a vision and told him that the sword would soon be drawn once more. He is prepared to see that this happens no matter what the cost to himself or to his friends.

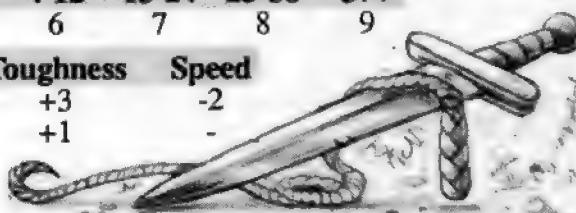
	Start	Current
Weapon Skill	10	10
Bow Skill	10	7
Strength	8	8
Toughness	8	12
Speed	12	10
Bravery	9	9
Intelligence	8	8
Wounds	7	7
Fate	4	4

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
				Hit Roll		2	2	2	2	3	4	5	6	7	8	9	

Ranged	Range	1-3	4-12	13-24	25-36	37+
Combat	Hit Roll	5	6	7	8	9

Armour	Bow Skill	Toughness	Speed
Plate	-2	+3	-2
Shield	-1	+1	-

Equipment/Notes: -



JULES GASGOIGNE

Jules is a swarthy, muscular Bretonnian who looks younger than his thirty years. He is of a bright, cheerful disposition and naturally cocky. He dresses in the typical garb of a trapper: animal furs and beaver hat. He is left-handed.

Jules comes originally from a lower-class family in Quennelles. But he felt trapped by the dingy slums of the city and left as soon as he could. The fact that he had outraged a local crimelord by slaughtering the slavers who had killed his sister may have had something to do with it. Now he prefers the beauty of the great outdoors to the teeming cities of men.

He has travelled extensively through Bretonnia, the Empire and the Border Princes hunting and adding to his store

of wilderness lore. He served for a time as the Master of Hounds to the Lord of the Fries of Akendorf and made several expeditions against the Goblins of the Worlds Edge Mountains. Eventually he found the discipline of service too restrictive and headed North into the Empire.

There he met Aldred Fellblade who was recruiting for his trip to Carag Eight Peaks. The gold the Templar offered overcame Jules' natural reluctance to visit such a dangerous place and he agreed to accompany the small party of treasure seekers. Since then he has had cause to regret his decision. Still, he tries to maintain a front of good-humour in the face of adversity, and to his credit he mostly succeeds in this noble aim.

Steve Tappin



	Start	Current
Weapon Skill	9	9
Bow Skill	10	9
Strength	7	7
Toughness	7	8
Speed	11	10
Bravery	8	8
Intelligence	8	8
Wounds	6	6
Fate	3	3

Weapon	DD	Fum.	Crit.	Targ.	WS	1	2	3	4	5	6	7	8	9	10	11	12
Sword	5	1	12	Hit Roll	2	2	2	2	3	4	5	6	7	8	9	10	
Bow	3	1	12	Max Range:	36												
Ranged	Range	1-3	4-12	13-24	25-36	37+											
Combat	Hit Roll	3	4	5	6	7											
Armour	Bow Skill	Toughness	Speed														
Leather	-1	+1	-1														
Equipment/Notes: 18 Arrows																	



THULGUL - CHAOS TROLL

A huge horn-headed shadow looms towards you. The creature was once a Troll. Now it is hideously changed. It has a gnarly hide covered in huge, dripping tumours and three enormously muscular arms, one of which terminates in a pincer claw.

Growing from its left shoulder, like some obscene fruit, is a small babyish head which glares at you with wise malign eyes. It chitters horribly in a language that you do not recognise. Pus dribbles down its chest from a huge leech mouth set below its neck.

Its bestial head roars and the echoes reverberate through the long hall. An amulet of glowing greenish-black stone hangs around its neck. Warpstone, placed there deliberately.

It comes ever closer. Its stench fills your nostrils. You hear its leech mouth sucking hideously. It looms out of the gloom, its pain-wracked, bestial face hellishly underlit by its glowing amulet.

Weapon Skill	9	Speed	8
Bow Skill	1	Bravery	6
Strength	10	Intelligence	3
Toughness	10	Wounds	10

Targ. WS 1 2 3 4 5 6 7 8 9 10 11 12 DD
Hit Roll 2 2 2 2 3 4 5 6 7 8 9 10 7

Notes: Fearsome Monster; Invulnerable; Large Monster, Regenerates, Two Attacks

Steve Tappin



ADVANCED HEROQUESTTM

THE TROLLSLAYER'S OATH

BY KEN ROLSTON

The ancient Dwarven halls of Durrag-Dol have been overrun by Skaven. The Heroes must journey deep within the World's Edge Mountains in the company of a fearless Trollslayer, Kili Thekkrsson. Kili has taken an oath to return Clan Durrag's ancestral heirloom, the mighty warhammer Sognirstane, to the Temple of the Living Ancestor in Durrag-Dol and has enlisted the Heroes to help him. So begins a dangerous battle against the Skaven and their mutated beasts.

This is a quest for four to six Heroes accompanied by Kili Tekkrsson and as many other Henchmen as the Heroes wish to bring along.



GM SUMMARY

The Trollslayer Kili Thekkrsson joins the Heroes as a Henchman. Kili refuses to accept any payment; he has joined the Heroes on the condition that they assist him in returning a magical hammer to its clan shrine in the ruins of the ancient clan Durrag colony, Durrag-Dol. Kili has forbidden the Heroes to plunder any Dwarven ancestral treasures, but he assures the Heroes that there is plenty of treasure to be wrested from the Skaven that now infest Durrag-Dol's ancient halls. A bounty of 5GC per pair of Skaven ears offered by the Imperial Dwarf League Council is a further inducement. Even more valuable, however, is Kili's intimate knowledge of the design and layout of Dwarven colonies like Durrag-Dol, which will be vital in exploring the ruins of this subterranean colony.

Durrag-Dol was a modest 500-Years-War colony in the World's Edge Mountains near the source of the River Stir, south of the great Dwarf city Karak-Kadrin. Durrag-Dol was never completed because its clan's earl-king, hearth guard, and clan warriors were slaughtered to the last Dwarf in a forest ambush far from their home and hearth during the closing months of the grim Elf-Dwarf wars of 4000 years ago. Without the protection of its clan warriors, Clan Durrag kinhearth was overrun and occupied by Orcs and Goblins in the early years of the Goblin Wars. The ruins of the colony are currently occupied by a Skaven clan nest.

Like most Dwarven colonies of its time, Durrag-Dol has several levels of farm galleries near the surface (levels 1 and 2), a main shaft (level 3), a gauntlet (level 4), and a kinhearth (level 5). Durrag-Dol also had workshops and extensive mines at lower levels, like all Dwarf colonies, but they are currently flooded and inaccessible. The Heroes will have to descend through the farm galleries, main shaft, and gauntlet to reach the kinhearth and the Temple of the Living Ancestor where Kili has sworn to deliver Clan Durrag's ancestral heirloom, the hammer Sognirstane (Roaring Stone in Khazad).

RUNNING THE QUEST

Each time a Hero gains a Fate Point, he also attracts a Man-at-Arms. The next time a Hero gains a Fate Point, he attracts Kili Thekkrsson the Trollslayer instead of a normal Man-at-Arms. To begin the expedition, read the players' information (see the next page) aloud to your players. Then permit them to hire any Henchmen or purchase any new equipment before they begin their adventure.

The Heroes may take more than one expedition to explore Durrag-Dol and deliver Sognirstane to the Temple of the Living Ancestor. However, they cannot gain any new Fate Points until they have honoured their pledge to Kili and delivered Sognirstane to the Temple.

When Heroes return to Durrag-Dol after leaving it, all Quest Locations are re-stocked with monsters and otherwise returned to their original condition unless otherwise specified in the Quest Location descriptions.

KILI THEKKRSSON

Kili the Trollslayer becomes the Henchman of the Dwarven Hero with the highest Bravery score for the duration of this quest or, if there is no Dwarven Hero, Kili becomes the Henchman of the Hero of any race with the highest Bravery score. (If two or more Heroes have the highest Bravery score, roll dice to select Kili's favourite Hero.)

Kili will not accompany any Hero on any other quest until Sognirstane is delivered to the Temple of the Living Ancestor in Durrag-Dol. After Sognirstane is delivered, Kili will remain a faithful Henchman for the rest of his life, refusing any payment for his services.

Kili is a Berserker who automatically goes berserk at the beginning of a combat. He receives one free attack per turn, made at same time as his normal attack. Because he's frenziedly attacking without care for defence, he suffers a penalty of -2 to his WS when opponents work out their to hit roll. Kili must always move toward the closest enemy and engage him in hand-to-hand combat. He recovers from his berserk fit at end of combat.

Fate Points: Kili has one Fate Point until he delivers Sognirstane. Once Sognirstane is delivered, Kili has fulfilled his obligation of honour, and has no Fate Points. He may not gain Fate Points in the future. The goal of a Trollslayer is to die gloriously in battle, and Fate Points would interfere with the achievement of this praiseworthy end.

Trollslayer Henchman Special Rules

Trollslayers are subject to the Berserker special rules. Trollslayer Henchmen automatically go berserk at the beginning of a combat; the player controlling the Trollslayer Henchman does NOT decide if and when the Trollslayer goes berserk.

Trollslayers are not affected by the rules concerning Fearsome monsters.

Sognirstane

Sognirstane is a warhammer that adds +1 to the Strength of its wielder (already taken into account in Kili's current profile). He who bears Sognirstane hears mysterious, constant, muted sounds of whispery roaring audible only to the bearer. The sounds are the spirit voices of the Clan Durrag Living

START	CURRENT	ON	START	CURRENT										
8		6	5											
LOW SKILL	3	LOW SKILL	8											
DEFENCE	7	DEFENCE	1											
TOUGHNESS	8	TOUGHNESS	3											
10														
NAME: KILI THEKKRSSON														
RACE: DWARF TROLL-SLAYER														
HAND-TO-HAND COMBAT		TARGET WIN ROLL	1	2	3	4	5	6	7	8	9	10	11	12
		HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10
RANGED COMBAT		RANGE	1-3	4-12	13-24	25-36	37+							
		HIT ROLL												
WEAPONS		RANGE		DAM/DICE		POMBLE		CITICAL						
		SOGNIRSTANE		—	6	1	12							
ARMOUR		LOW SKILL		TOUGHNESS		SPEED								
		LEATHER	-1	41	-1									
		SHIELD	-1	+1	0									
		TOTAL	-2	42	-1									
EQUIPMENT		SOGNIRSTANE - MAGIC WARHAMMER (+1 TO STR-10) NAME: KILI IS A BERSERKER												

Ancestor bound in the magical hammer. Also, when inside Durrag-Dol, the bearer of the hammer can hear the voices of the stone around them, rich with the spirits of the Durrag dead. When in a Dwarven tomb, the harumer speaks with one voice louder than others, but the words are still lost in the crowd and unintelligible.

If Kili is killed

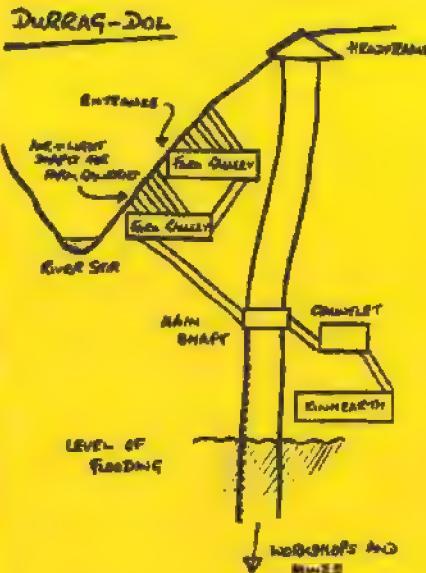
If Kili is killed before Sognirstane is delivered to the Temple of the Living Ancestor in Durrag-Dol, Kili lives long enough to make a dying speech to the Hero he follows. Kili hands Sognirstane to the Hero and croaks out the following last request to his Hero companions in a solemn and formal tone:

You honour my faith and blood, I make you obligation of honour and truefriend – take Sognirstane, and complete my quest, and make good my word. You fail me, my spirit will wander without rest forever, said and true – I swear on Alfginnar, Grungi, Grommo, the Nine, and all the Ancestors, you li see my shade, you'll be sorry!

Kili will not tell the Heroes about Sognirstane's magical power, but if a Hero uses it, he will discover its virtue in combat. Thereafter, at the end of any expedition until Sognirstane is delivered, Kili's ghost appears to the Heroes and berates them as follows:

We are truefriends sworn on blood, gods, and Ancestors. This affair is a great stain on your honour. 'Til Sognirstane lies once more on the altar of Clan Durrag, your spirits shall find no rest. Shame not me by craven cowardice. Show yourself proud and earn the Ancestor's blessing.

Until the Heroes place Sognirstane on the Durrag ancestral altar, the Heroes cannot gain Fate Points, regardless of the completion of any Quest.



You and your companions know better than to visit the Hammer and Horn Inn on Dwarf Night. For one thing, Innkeeper Gunnar puts all the furniture in the cellar – sensible enough, but it makes proper social drinking a tad uncomfortable. And since Dwarf Night is the one night a week that Gunnar lets Trollsayers into the tavern, those that do come are very thirsty and full of irrepressible manic energy. But... well... you were thirsty, and it seemed a shame to waste such a pleasant night polishing your weapons.

The Trollsayer Thekksson's challenge to a drinking contest was presented in such a cheerful and friendly fashion, and in so loud and public a voice, that you didn't see how you could refuse. And after five rounds of ale-and-whiskey slammers, you were sure you could outlast the fellow. Your companions report that you were indeed the last one standing, though only by a breath or two, and they also confirm that you had a long and apparently profound private conference with Kili while reclining at your ease upon one another in the sawdust heaped on the floor to soak up the various by-products of earnest social drinking.

Though you have no recollection of it, Kili has apparently sworn a solemn oath to follow you as a faithful companion for the rest of his days on earth – not such a long time, given the suicidal tendencies of Dwarven Trollsayers. These Trollsayer Dwarves have been disgraced or humiliated by some private matter and in consequence have sworn an oath to redeem their tarnished honour by seeking death in combat against the monstrous creatures that have overrun the ancestral subterranean homelands of the Dwarven race.

And, according to your companions, you have in return sworn a solemn oath to assist Kili the Trollsayer in returning an ancestral relic to an altar in the ruined halls of the extinct Durrag clan. Last night the trifling matter of a nest of Skaven currently occupying those ruins seemed hardly worth mentioning; indeed, you can't remember giving it a single thought. You'd like to remember, but the throbbing of your head and the industrious attempts of your stomach to rid itself of its scant fugitive contents have been terribly distracting.

Last night under the influence of strong spirits Kili was almost cheerful and fraternal. This morning his more typical sour and morbid Trollsayer personality is in evidence. You wince but struggle manfully to conceal your discomfort as he outlines in a gruff and booming voice the insignificant obstacles that may face you in your coming expedition into the ancient Dwarven colony of Durrag-Dol.

Kili scratches a crude diagram in the wooden floor with a knife point as he tells you in his thick Khszalid accent and broken Old Worlder about the design and layout of Dwarven colonies:

"At top, near the surface, are High Galleries." (Kili points to two levels close to the entrance to the underground colony.) "Barracks, beast pens, warehouses, fodderhalls... depends on the colony. Narrow shafts to surface for light and water – too narrow for us. We go in from door, here, at first level."

"Then we cross main shaft at third level." (Kili points at a long, deep shaft that extends from the surface to deep beneath the earth.) "Stairs go from High Galleries to walkways that cross main shaft. One false step and die. No rails on walkways, and the shaft is... deep. Perfect ambush spot. We fight Skaven guards sure, maybe traps."

"Then we take stairs down to Gauntlet, fourth level, large chambers, secret passages to let defenders trap and butcher intruders... like us. Skaven wait for us there, too, sure."

"Finally, here, fifth level, past Gauntlet, is Kinhearth, with Earl's Hall and Hall of Ancestors. Here altar of Living Ancestor – altar always in Hall of Ancestors – hidden by secret door maybe. No, no, no – never been down here, no, but I seen many like it, all the same. You know Dwarfs – find something that suits and stay with it, said and true."

"Here, down at bottom of main shaft, workshops and mines. Many miles. Bottom level flooded, so we not go there."

"Now, Skaven," Kili said, rocking back on his huge feet and frowning. "Most slaves, some warriors. Maybe Beastmaster, and Rat Ogres, maybe. Skaven use Rat Ogres for heavy work. If Fate is a Friend, we find Troll. If we do," Kili peers intently at you, "he's mine. Understood? Okay. What else. Maybe Skryre warpshooters. Plague Monks, maybe. Could be rat wizards, maybe. But this was small colony, never finished, not many ratboys. Mines flooded, no warpstone, no ore, so maybe ratmen not interested."

"Now I tell about hammer." Kili pulls it from his belt and takes the leather sheath from its gleaming stone head. "Her hammer name is 'Sognirstane.' Yes, manlings, you see magic of the Dwarfs, said and true, and I know her name, the old Durrag tell me so himself. He is... heh... was clan earl-king, he dead maybe four-thousand years, he in the gods-forsaken woods of Bretonnia with rest of hearthguard, butchered like sheep with all his warriors by damned High Elf filth – pardon, Sharp-Ears. Okay. Wood Elf is not High Elf, and I intend you no offence of honour."

"I travel in woods, gets dark, I sleep out under trees, and old Durrag comes to me in a dream, says go here and dig there and I find this magic hammer. Take her back to clan altar, he says, or he haunts me in the world ever-after. Such Dwarfs are hard of word and honour, said and true; what Dwarf says, Dwarf will do. So I take hammer and swear to Ancestors."

Kili shows the Heroes the hammer and lets each of them hold it, saying, "Listen here! Shh! Be quiet! Listen very careful." And as each Hero takes the hammer in his hands, he hears a mysterious, muted droning sound, a whispery roaring audible only to the hammer's bearer. "Hear that?" Kili whispers. "What you hear, that is voices of Living Ancestors. They want to be passed on, but no Living Ancestor of Clan Durrag to welcome them, all dead. I return them to clan altar, where they join spirits of clan hearth, join the Great Sleep, maybe, maybe pass on, who knows."

"So we go, you and I." Kili points to you. "We'll deliver hammer. You and I have sworn, so we do. True men like us (Kili points at Human, Elf and Dwarf respectively) are nothing without name, honour, and word, said and true?"

"So. Now. You know what you must know," Kili concludes, sheathing Sognirstane and stuffing his few possessions into a small backpack. "We go. Now. Soon started, well started, said and true."

MONSTERS OF DURRAG-DOL

The current occupants of Durrag-Dol are Skaven and all the various types of Skaven detailed in the Advanced Heroquest rulebook are used.

In addition, four new types of Skaven Specialists – Slavemaster, Slave, Gutter Runner, and Beastmaster – and two new large monsters – the Rat Ogre and the Cave Troll – are encountered in Durrag-Dol. The Rat Ogre and the Cave Troll are also subject to the new special run amok monster rules (see below).

Skaven Slavemaster

The Clan Rictus Slavemaster rules his slaves with fierce brutality and the cruel lash. Skaven Slaves will not stand in combat unless intimidated by the Slavemaster's poisoned whip.

Unless a Skaven Slave is within six squares of a Slavemaster or within line of sight of a Slavemaster, the slave must roll his Bravery at the beginning of each turn or he runs from combat as fast as he can.

Skaven Slave

Skaven Slaves perform the heavy, menial and dangerous labour of the Skaven clans, and may be forced into battle as a poor and reluctant militia. Armed with improvised weapons like tools and agricultural implements, they present little threat to well-armed Heroes. Further, unless chained in position or dominated by the Slavemaster, Skaven Slaves will often run at first opportunity when confronted with an armed enemy.

Skaven Slaves can open doors just like Skaven Sentries. However, Slaves open doors so they can run away, so they do not gain +1 on surprise like Sentries and don't place a door in the room if there isn't one as you would with Sentries.

Skaven Gutter Runner

Skaven Gutter Runners are lightly-armed Skaven scouts and skirmishers. Armed with slings, they harry attackers from afar, but are weak in hand-to-hand combat.

The sling's maximum range is 12 squares, it does 3 dice of damage, and is treated as a move and throw missile weapon.

Skaven Beastmaster

Clan Moulder Beastmasters train and handle the various domesticated creatures of Skaven culture, including the mutated beasts of war like Tracker-Rats and Wolf-Rats.

Beastmasters also train and handle the giant creatures who serve the Skaven as beasts of burden and war like the Rat Ogre and the Cave Troll. Without the loving guidance of the Beastmaster's whip and goad, these creatures may run amok.

Unless a Rat Ogre or Cave Troll is within six squares of a Beastmaster or within line of sight of a Beastmaster, the large creature must roll his Bravery at the beginning of each turn or he runs amok.

Rat Ogre

The product of generations of selective breeding and warpstone-induced mutation, the Rat Ogre is a giant species of Skaven with primitive, brutal intelligence domesticated as a beast of burden and warfare.

Unless controlled by a Clan Moulder Beastmaster, a Rat Ogre in fighting frenzy may run amok and attack friend or foe indiscriminately.

Cave Troll

The Cave Troll has been successfully domesticated by the Skaven as a beast of burden and somewhat less successfully as a beast of war. Many Cave Trolls are too stupid to use tools like weapons, and are very unreliable in battle unless handled by a Beastmaster.

Run Amok: Special Rule for Monsters

Rat Ogres and Cave Trolls must roll their Bravery at the beginning of each turn or run amok. A creature that runs amok moves to attack a randomly-selected model, friend or foe, within five squares. If no model is within five squares, the creature stands in place and bellows and roars, waiting for something to come close enough to butcher.

CHARACTER MONSTERS

The Skaven-occupied ruins of Durrag-Dol contains three character monsters: the Clan Eshin Assassin Kheewyzz, the Clan Mors Warlord Shaffat, and the White Skaven Sorcerer Tsekkaz.

Assassin Kheewyzz

Kheewyzz is responsible for the security of the Durrag-Dol nest. Since the location of Durrag-Dol is apparently unknown to Orc raiders and adventurers, and since Durrag-Dol's flooded mines and workshop levels make it of little interest to competing Skaven nests, security here is fairly lax. However, by the time the Heroes reach level 3, Kheewyzz has received news of the intruders and has raced to the main shaft to organize its defence. He knows that, because of his weak security precautions, the nest is in serious danger unless he can delay the intruders, giving Clan Mors and Clan Moulder time to organize more substantial defenses in the Gauntlet and Kinhearth. Since Kheewyzz's life is forfeit if the nest is overrun as a result of his carelessness, he fights desperately to slow the Heroes down on level 3. However, Kheewyzz should use his ability to Escape so he can return later to join the defence of the Gauntlet and Kinhearth.

Warlord Shaffat

Shaffat is a minor clan war leader. His personal abilities are modest; he holds this nest only because no greater Skaven has deigned to challenge him for it. His magical halberd is an heirloom from the long-past glory days of his clan. He lacks nothing in courage, but his warriors and champions are less a threat than the giant Rat Ogre and Cave Troll of the Clan Moulder Beastmasters.

Sorcerer Tsekkaz

Tsekkaz, an albino wizard, is the only Skaven of Durrag-Dol of any distinction. He has chosen to live in this lesser nest because he has made powerful enemies among the Grey Seers, and he would prefer to avoid their scrutiny as much as possible. Though Shaffat as Warlord is the nominal ruler of the nest, Tsekkaz is in fact the dominant power here. Tsekkaz wears a remarkable artifact, The Black Hand of Death, a black enchanted gauntlet with bits of refined warpstone set in the end of the fingers. Each turn Tsekkaz may automatically touch one model within his Death zone. That model immediately takes 12 dice of damage. The Black Hand of Death is enchanted to harm only Humans, Dwarfs and Elves, and is not usable by the Heroes, though it may be sold to any College of Magic for 200 GC as a rare magic device for study.

DUNGEON ROOMS AND PASSAGES

Levels 1 and 2 of Durrag-Dol are created using the Durrag-Dol Passage and Room Generation Tables:

PASSAGE LENGTH TABLE

D12	Passage Length
1-2	1 Section
3-8	2 Sections
9-12	3 Sections

PASSAGE FEATURES TABLE

2D12	Passage Feature	2D12	Passage Feature
2-5	Wandering Monsters	19-20	2 Doors
6-14	Nothing	21-24	Wandering Monsters
15-18	1 Door		

PASSAGE END TABLE

2D12	Passage End	2D12	Passage End
2-3	T-junction	15-18	Left Turn
4-7	Dead End	19-22	Dead End
8-11	Right Turn	23-24	T-junction
12-14	T-junction		

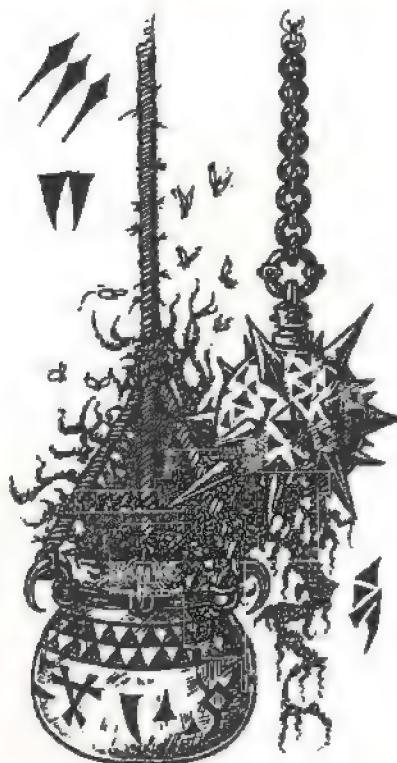
ROOM TYPE TABLE

D12	Room Type	Room Size
1-2	Normal	Small
3-8	Hazard Room	Small
9-10	Lair	Large
11-12	Quest Room/ Hazard Room	Large

* Quest Rooms contain stairs down to the next level. There is only one Quest Room on each level. The second and subsequent times an 11 or 12 is rolled, the room is a Hazard Room.

ROOM DOORS TABLE

D12	Number of Doors
1-4	None
5-8	1 Door
9-12	2 Doors



Quest Room, Level 1

The monsters in this Quest Room are especially alert since they guard access to lower levels; these monsters receive a bonus of +2 to surprise rolls.

Only one set of stairs leads down to level 2; the second and subsequent times an 11 or 12 is rolled on level 1, the room is a Hazard Room.

Quest Room, Level 2

The level 2 Quest Room contains eight Skaven Warriors and two Champions; they carry 120 GC. Do not roll on the Quest Room Matrix. The room also contains a treasure chest; roll on the Treasure Chests Table. Also place in the room a set of stairs against the wall opposite the door entered by the Heroes, and place the Throne in the centre of the room to represent a statue of a seated Dwarf.

Read the following aloud when the Heroes enter the room:

The ten Skaven in the room turn as one when their sharp ears hear you enter. Against the far wall you see a set of stairs leading down. In the centre of the room is a statue of a seated Dwarf.

If the Heroes defeat the Skaven, they may take a closer look at the statue. Read the following aloud:

A cast-iron statue of a venerable Dwarf seated on a throne sits in the centre of the room. Garbed in the robes of a clan spiritual leader, the long-bearded Dwarf looks down at one open palm outstretched in front of him. An inscription is carved into the front of each chair leg. The first reads, "The Gift of Gold is a Precious Seed." The second reads, "The Flower of Wisdom is Precious Indeed."

If Kili accompanies the Heroes, read the following aloud:

Kili studies the statue. "Don't know. Never seen this before. A priest by robes. Could be a shrine, maybe. Dwarfs hold gold dear, said and true – but smart Dwarf holds wisdom more dear than gold."

This is a clan ancestral temple honouring a sage priest and all-father of the clan. The spirit of this long-dead priest haunts the chamber. In return for gold coin offerings placed in his hand, the spirit offers advice and wisdom to supplicants.

When 10 GC or more have been placed in the statue's open hand, they disappear with a sun-silver flash and a Dwarf's voice echoes throughout the chamber. Read the following hints aloud to the Heroes each time a sufficient offering is placed in the statue's hand. Speak in a low, whispering, hissing voice to suggest the unearthly speech of the spirits. After the third hint, all offerings are rejected (that is, they do not disappear) and the statue speaks no more. Once the Heroes have received all three hints, the statue will never accept their offerings or speak to them again.

Hint 1: Beware the touch of the Rat Wizard's Glove!

Hint 2: Upon the Altar of the Living Ancestor shall you dedicate the ancient treasures of the Earl-Kings-Beneath-The-Mountain and thus shall you earn his blessing.

Hint 3: Cleanse the clan hearth of the Chaos ratling filth, and you shall earn the inheritance and bear the name and blessing of Clan Durrag.

Only one set of stairs leads down to level 3; the second and subsequent times an 11 or 12 is rolled on level 2, the room is a Hazard Room.

DURRAG-DOL HAZARDS

When Heroes explore Levels One and Two of Durrag-Dol, use the following Hazard Table and Hazard Descriptions instead of the Hazards in Advanced Heroquest, pages 26-29.

HAZARD TABLE

D12	Hazard	D12	Hazard
1	Wandering Monsters	7	Rat Coop
2	Wandering Monsters	8	Moulded Rat Kennel
3	Mould Frames	9	Bat Coop
4	Mould Frames & Slaves	10	Sewer Drain and Dump
5	Dwarf Slave*	11	Pool
6	Grate	12	Dwarven Tomb

* This Hazard is a one-time event. The second and subsequent times this Hazard is rolled, treat the Hazard as Wandering Monsters.

Wandering Monsters

Roll on the Wandering Monster Matrix to determine the number and type of monsters present.

If any Skaven has escaped in a previous combat, the Skaven encountered are a patrol looking for intruders, and receive a +2 bonus to their surprise roll. If no Skaven has escaped in a previous combat, the Skaven encountered are engaged in weapons training and exercise, and the Heroes receive a +2 bonus to their Surprise roll.

Mould Frames

Lattice frames made from dried giant mushroom stalks are spiked to the ceiling. From these lattices hang thick curtains of glistening varicoloured moulds, with long vine-like strands supporting damp clots of densely-twined mould fibres.

Note: Because of these curtains of mould, line of sight to any target in these rooms is partially obscured.

If Kili accompanies the Heroes, read the following:

Kili whispers, "Ratmen eat soft moulds. Beat stalks into pulp and use fibres for rope cloth, and other such. Use Slaves, they do all work. Slaves not fight, or fight badly, but Slavemasters – ones with whips – are death-tough, said and true.

An unsupervised clanrat Slave is pruning and harvesting mould fibres for food and materials. Because of the obscured line of sight, do not place the Slave or go to combat until a Hero enters the room.

The Slave can open doors as a Sentry. If there is an unblocked exit, the Slave will attempt to escape through it. If the Slave escapes, the GM may take select a random dungeon counter. If there is no unblocked exit, the Slave will cower in a corner and refuse to fight. A Slave with no unblocked escape route will not resist capture, and may be left behind tied up or may be dragged along like a KO'd Hero.

Mould Frames and Slaves

This room is identical to the Mould Frame room above. However, 4 Skaven Slaves tending the mould crops here are supervised by a Slavemaster. Because of the obscured line of sight, do not place the Slaves or Slavemaster or go to combat until a Hero enters the room. If at least one Skaven escapes, the GM may take a wandering monster counter.



Grate

Through the grate a dark, filthy room may be seen below. Six naked Skaven Slaves huddle together in a tangled pile in one corner, snoring, twitching, and squeaking in the throes of unimaginable Skaven dreams.

If Kili accompanies the Heroes, read the following:

Kili whispers, "Ratmen slaves. Too easy. Not worth killing."

Heroes may descend into the room below as with the normal Grate Hazard Room. Heroes may kill the Slaves with ease, let them escape, or capture them and tie them up. Slaves may be left behind tied up or may be dragged along like a KO'd Hero. The Skaven Slaves are not re-stocked if removed from the room or killed.

Rat Coop

The floor of this room is covered with a carpet of fat, well-fed rats.

This room is like the normal Rat Hazard Room. The Heroes have the same five choices (Rat Poison, Greek Fire, Magic, Fight It Out, and Slam the Door), except that Heroes who enter the room discover that they do not have to Fight It Out – for these rats are as docile as domesticated chickens. If they enter the room expecting to Fight It Out, read the following:

The sleek, well-fed rats swarm around your feet, casting their tiny muzzles and eyes up expectantly at you. They appear to be bred and domesticated like chickens. Fragments of dried mushroom meal on the floor suggests their diet. A specimen of this domesticated rat is worth 10 GC to a scholar – but you'll never sell more than one.

Dwarf Slave

Two Skaven and a wretched-looking, half-naked Dwarf are pounding long strands of mould in a shallow trough in the floor with wooden mallets. The Skaven are unfettered, but the Dwarf wears a stout chain fastened to metal cuffs around his ankles. A Slavemaster is supervising the labour. The Dwarf looks at you with dull incomprehension for a moment then, croaking hoarsely with excitement, he turns and swings his mallet at the nearest Skaven.

If the Dwarf is rescued from his captors, he becomes a Henchman to the Dwarf Hero with the highest Strength score (or Hero with the highest Strength score if there's no Dwarf Hero). The Dwarf Henchman does not have to be hired, but he has no arms or armour; these must be provided by the Hero.

Dwarf Slave

	WS	BS	S	T	Sp	Br	Int	Wounds	PV
Current	8	5	7	8	6	8	5	3	1
Target WS	1	2	3	4	5	6	7	8	9
Hit Roll	2	2	2	3	4	5	6	7	8
Damage Dice: 2									

While wearing the chained cuffs, the Dwarf's Speed is 2. The cuffs can be broken open, but each attempt takes one complete exploration turn. No more than two Heroes can attempt to break open the cuffs at a time. Roll a dice and add the Heroes' Strengths – if the score comes to 20 or greater, the cuffs are broken open and the Dwarf may move at his normal Speed.

In addition, if the Dwarf Slave is rescued, he tells the Heroes what he knows about Durrag-Dol. Read the following aloud:

"I came down here two years ago. I thought I might find something the filthy Orcs, Goblins and Skaven had missed. I got as far as the main shaft, where the rats crippled me and took me captive. It's a tricky spot. There's walkways around the right and left walls, but there's a bunch of magic traps on them, little runic things inscribed on the stone flags that burst into flame when you step on them. Almost impossible to find them in the bad light. There's a centre walkway, too, runs right across the open shaft, no rails and walls on the edge of course. That's the way to go, but they had a bunch of ratboys with slings, and they flung a hailstorm of stones at me. One broke my ankle, and that was that. Don't know nothing about the lower levels; they kept me up here in the slave pens with the other Skaven."

If at least one Skaven escapes, the GM may take a random dungeon counter.

Clan Moulder Rat Kennels

A pack of huge, snarling, dog-sized rats lunge at the door as you open it.

If Kili accompanies the Heroes, read the following:

Kili yells, "Warp rats! Disease! Watch bites!"

Go immediately to combat.

	WS	BS	S	T	Sp	Br	Int	Wounds	PV
Current	4	0	3	2	8	3	3	1	1
Target WS	1	2	3	4	5	6	7	8	9
Hit Roll	7	8	9	10	10	10	10	10	10
Damage Dice: 2									

The warp rats cause disease.

These warp rats always move, then attack. They always attempt to move as far as possible – in other words, attempt to Escape – before they attack. The rats are not affected by a Hero's Death Zone and Heroes are not affected by a warp rat's death zone. The rats attempt to escape from the room and the Heroes. For each rat that escapes, the GM may draw one dungeon counter at random.

The skin of a single dead warp rat is worth 5 GC as a scholar's specimen; other skins collected now or later are worthless.

The Bat Coop

Dozens of large, fat bats dangle from racks on the ceiling. In the centre of the room an emaciated, sickly-looking dog-sized rat lies on its side.

If Kili accompanies the Heroes, read the following:

Kili yells, "Blood-suckers! Disease! Watch bites!"

This room is like the normal Bat Hazard Room. These are vampire bats – they've drained the warp rat of its blood, and they swarm immediately to attack any fresh source of blood that enters the room. The Heroes have the same five choices (Screech Bug, Greek Fire, Magic, Fight It Out, And Slam the Door), except that any wound taken from these nasty domesticated vampire bats may cause disease. The weak, bat-bitten rat clearly indicates their normal diet. A single specimen of a vampire bat is worth 10 GC to a scholar; other specimens collected on this or other expeditions are worthless.

Pool

A cluster of whitened bone fragments lie scattered across the bottom of a clear, shallow pool. Among the bones a tiny silvery metallic object glints.

If Kili accompanies the Heroes, read the following:

Kili scratches his head, puzzled. "Should be water well for the farm. Looks and smells clean – but the bones, I don't know..."

The pool contains blind cave piranha, a choice Skaven delicacy which they harvest by sticking a haunch of meat into the pool, then flipping the ravenous piranha out of the pool as they clamp their powerful jaws into the hunk of flesh. Any Hero who sticks his hand into the pool searching for treasure unwittingly reinvents this distinctive Skaven fishing technique. Roll four damage dice. The metallic glint is a magic Crossbow Bolt of Death that slew a Skaven who was subsequently used as cave piranha bait.

Sewer Drain

The fetid odour of filth and decay is almost overpowering. You see a long, deep trench running across the centre of the room from one side to the other. The trench is about ten feet deep, with rank, dirty water running through it through low stone arches on the right and left side of the room.

If Kili accompanies the Heroes, read the following:

Kili says, "Phew. Sewer drain – and not cleaned since Great War, you bet. Filthy stinkers. Is wonder not clog or flood."

Use the Chasm to indicate the Sewer Drain. Treat the Sewer Drain as a Pit Trap that the Heroes have successfully spotted.



ALAN HOUGHTON

Models may leap over the Sewer Drain if they can roll less than or equal to their Speed. If they fail, they fall in and may take damage, then attempt to climb out. If there is more than one door to this room, at least one door must be on the opposite side of the Sewer Drain.

If Heroes Search for Hidden Treasure, roll on the Hidden Treasure Table, except that on a roll of 17-24, inform the Heroes that with a rope a Hero can descend into the Sewer Drain and search. If they have no rope, a Hero can climb down if he rolls less than or equal to his Strength. If he fails, he takes damage as if falling into a Pit Trap. Climbing out is as climbing out of a Pit Trap.

If the Heroes descend into the Sewer Drain and search, roll again on the Hidden Treasure Table, except that on a roll of 17-24 the Heroes have found a Dwarven Helm (BS-1, T +2) concealed behind a loose stone along with 25 GC.

Dwarven Tomb

The door opens on a low-roofed chamber with a number of horizontal, man-sized niches cut into the walls, some open, some covered with rock slabs.

If a Wizard enters the room, read the following:

You feel the tension of magical forces in this room. When you close your eyes for a moment and concentrate, you sense a diffuse aura of power in the air before you and hear a distant, indistinct murmuring as of a thousand voices whispering together.

If Kili accompanies the Heroes, read the following:

Kili says, "Dwarf common folk – all but nobles – buried in simple vaults down colony passageways. Each vault has several family burials. Once the burials

were all sealed by stone slabs; some looted later by Orc and Skaven filth. Families bury their dead and treasure with him, but most is gone, stolen by rats and filth. (Ptui!) Traps and curses of Dwarf tombs are death. You smart? Don't touch."

If a Hero searches a tomb for treasure, roll two dice and consult the following table. Before you roll the dice, warn the Hero that searching involves opening burial niches and disturbing the final remains of long-dead Dwarves. Kili advises strongly against disturbing Dwarven dead, and the Hero may not be willing to risk searching the room under the circumstances. If he does search the room, he must be prepared to deal with the consequences.

DWARVEN TOMB TREASURE TABLE

2D12	Result
2-6	The tomb seems promising at first, but finally nothing of value is discovered. The GM may draw 1 dungeon counter.
7-16	Nothing of value remains, but searching the room is easy and results in no appreciable delay.
17-22	The Hero finds an unusual piece of ornamental jewelry dating from the early Dwarven occupation of the colony. Roll a dice and multiply the score by five to find the value of the treasure in gold crowns. See <i>Curse of the Living Ancestor</i> in <i>Leaving Durrag-Dol</i> .
23	The Hero discovers a treasure chest hidden in the tomb. Roll a dice to see if the treasure chest is trapped. If the roll is odd, the chest is trapped; if the roll is even, the chest is not trapped. If there is a trap, roll on the Traps Table to determine the type of trap. Roll two dice and consult the Treasure Chests Table to determine the contents of the <i>trellag-Dol</i> .
24	The Hero finds a hidden magical treasure dating from the early Dwarven occupation of the colony – roll two dice and consult the Magic Treasure Table. See <i>Curse of the Living Ancestor</i> in <i>Leaving Durrag-Dol</i> .

QUEST LOCATIONS MAP KEY

 Skaven Sentry	 Skaven Jezzailachis
 Skaven Warrior	 Skaven Slave
 Skaven Champion	 Skaven Slavemaster
 Skaven Gutter Runner	 Troll
 Skaven Poisoned Wind Globadier	
 Skaven Boatmaster	 Rat Ogre

DURRAG-DOL QUEST LOCATIONS

The 3rd, 4th and 5th levels of Durrag-Dol have been pre-generated as Quest Locations.

Exploration Turns: For these three levels, follow the maps of the Quest Locations when laying out the floorplans.

Dungeon Counters: May be used in Quest Locations.

Secret Doors: None but those indicated on maps. Heroes may search normally and may search any wall, not just dead ends.

Hidden Treasure: Unless mentioned in a room description, there is no hidden treasure in Quest Locations. Heroes may search normally but won't find anything. Monster ears collected for bounties must be kept track of by the players, but there is no limit to the number of ears a Hero may carry.

LEVEL THREE:
MAIN SHAFT

The main shaft of the Dwarven colony is an open shaft running from the surface to the lower levels of mines. Access from the farms to the residential sections of the colony cuts across the main shaft on narrow bridges of stone. Narrow stone walkways run around the outer walls of the shaft. The walkways and bridges have no guard rails or walls, and a single misstep will plunge the careless traveller into the echoing bottomless darkness of the main shaft.

This natural choke-point is the first major element in the defences of the Dwarven colony. Routes across the shaft are routinely trapped and guard chambers block access from the shaft to the kinhearth and other residential areas.

The main shaft traps of a colony like Durrag-Dol lack the elaborate mechanical elegance and fiendish subtlety of Freehold and First Empire devices. Instead the traps were often magical in nature, or omitted altogether in favour of less expensive, more flexible Dwarf warrior defenders. Durrag-Dol's current Skaven occupants rely on their White Skaven Sorcerer's Dark Magic traps and their Skaven Gutter Runners to delay and punish intruders while stouter defences are prepared at lower levels.

Skaven Characters

When the Heroes enter level 3, take the Clan Eshin Assassin character monster counter. This counter represents the Assassin Kheewyzz may be played at the beginning of the Gamesmaster phase of any combat turn.

THE MAIN SHAFT

As you reveal the layout, explain carefully to the players that there are no walls on the interior sides of the outer walkways and no walls at all on the walkway that crosses the main shaft.

When the Heroes look through the bars of the lowered portcullis into the main shaft, lay out the main shaft as indicated in the diagram and read the following:

The vast darkness before you is dimly illuminated by glowstones. A huge open space like a vertical mine shaft extends out of sight above and below. Above you faint daylight can faintly be discerned through the ventilation portals of the great headframe. Below you the shaft drops into the depths of the lower mine levels.

Across this wide shaft are three narrow stone walkways. One walkway extends directly across the centre of the open shaft to a recessed chamber on the opposite wall. A man-sized figure in armour with a weapon stands at the far end of the central walkway in front of passage beneath a raised portcullis. There is a closed door to the right of the figure. The other two walkways hug the walls to your left and right and lead around the outer margins of the shaft to the opposite recessed chamber. No rail or wall restrains a traveller upon the walkways.

If Kili accompanies the Heroes, read the following:

Kili yells, "Get the sentry! He warns others!"



Sentry

Go to combat. The man-sized figure is a Skaven Sentry. Unless prevented by lucky missiles shots, the Sentry squeaks a loud alarm and runs immediately beneath the raised portcullis towards the stairs to level 4 to warn of the presence of intruders.

When combat is over (that is, when the Sentry has escaped or has been killed by missile fire from the Heroes), return to exploration turns and read the following.

A steady draft of cool, fresh air moves down the shaft from above. Huge stone pipes bound with iron run up and down into the darkness along the walls of the shaft. Some pipes are cold to the touch, covered with condensation and filled with the roar of moving water. Others are quiet and at air temperature.

The central walkway spanning the deep shaft is clearly the most often travelled, its surface worn smooth by frequent passage. The outer walkways are obviously much less frequently travelled.

At the far side of the central walkway one set of stairs leads down the centre of the shaft from the central walkway. Another set of stairs leads up the shaft from the central walkway. Neither stairway shows signs of common use.

If Kili accompanies the Heroes, read the following:

Kili says, "Good spot for ambush. Wizards or Warpshooters hit us from far away. We move fast, but watch for traps."

MAIN SHAFT MAP KEY

A: Choke Magic Traps

Squares marked with Choke symbols (see map key) are triggers for Choke traps. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the Choke spell.

These traps may be spotted on a 9 or less, and may be disarmed on a 7 or less. If the trap has been disarmed before the victim chokes to death, the victim does not die and suffers no further effects from the trap.

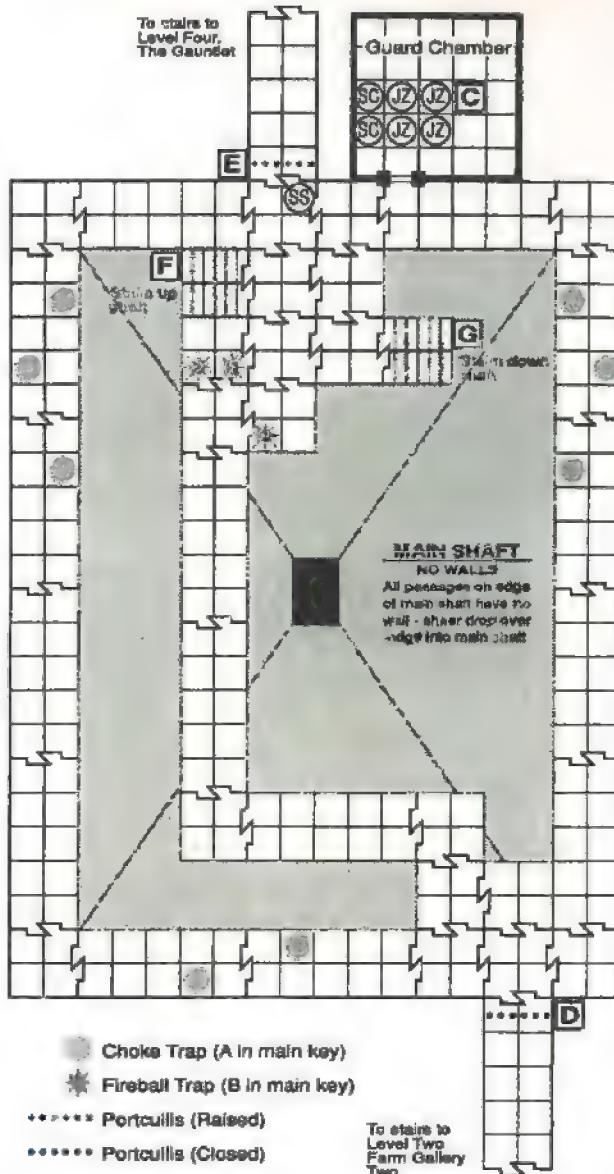
B: Fireball Traps

Squares marked with Fireball symbols (see map key) are triggers for Fireball traps. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the Fireball spell.

These traps may be spotted on a 9 or less, and may be disarmed on a 7 or less.

C: Guard Chamber

The Skaven in this room wait one turn after hearing the Sentry's cry of alarm, then they open the door at the end of the Heroes' turn. Go to combat. The Skaven Jezzailachis move out onto the walkway and fire at the Heroes while the Champions move to guard the lowered portcullis across the corridor to level 4. Thus the Heroes may stumble into the



magic traps in their hurry to get into hand-to-hand with the Skaven. The room contains a treasure chest; roll on the Treasure Chests Table to determine the chest's contents.

D & E: Portcullises

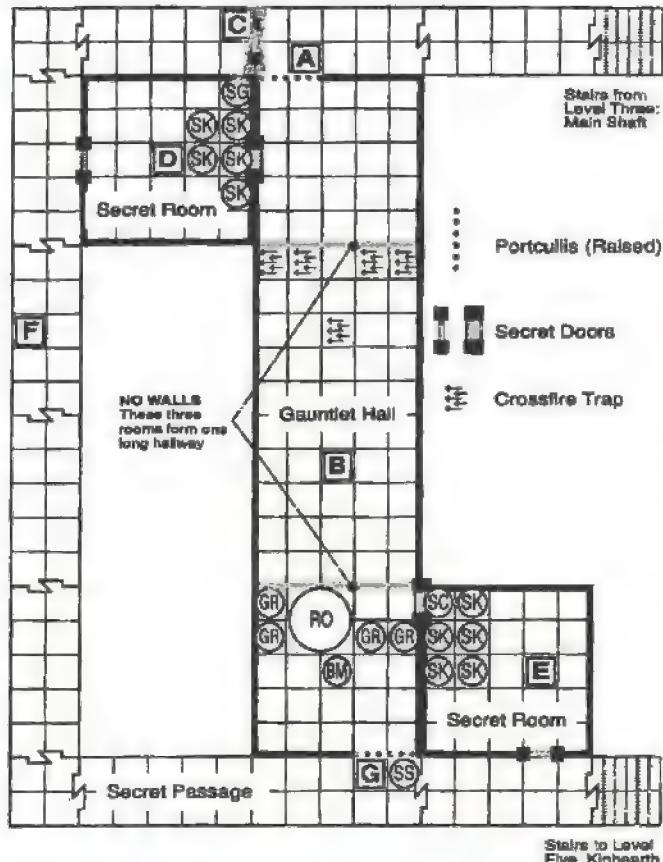
When the Heroes enter this level from the Farm Galleries, Portcullis D is lowered across the entire section of walkway. Portcullis E lowers immediately after the Skaven Sentry Runs beneath it toward the stairs to Level Four, becoming an obstacle to the Heroes. If the Sentry does not run beneath the portcullis, it remains raised.

F: Stairs Up and Out

These stairs lead up 100 yards to a ventilation and inspection grate which may be removed, permitting the Heroes to emerge from the shaft's headframe into the outside world.

G: Stairs Down to Workshops and Mines

These stairs lead down to the flooded workshops and mine levels. Since the Hoist Chamber at Durrag-Dol was never finished, these stairs were the only way the residents could travel between the kinhearth and the workshops and mines below.



LEVEL FOUR: THE GAUNTLET

The second major defensive choke-point of the Dwarven colony is the Gauntlet. The Gauntlet is a large trapped chamber with secret doors and passages to permit the colony's defenders to surprise and outflank intruders. In a colony like Durrag-Dol, the Gauntlet's traps are fairly simple and straightforward. The primary obstacle to intruders is expected to be the doughty Dwarven warriors of the colony who may emerge into the central chamber through secret doors while portcullises close off the intruder's escape route.

Skaven Characters

When the Heroes enter level 4, take the Clan Mors Warlord character monster counter to represent the Warlord Shaffat. This counter, and the counter representing Assassin Kheewyzz, if he is still alive, may be played at the beginning of the Gamesmaster phase of any combat turn.

The Gauntlet

As you reveal the layout, explain carefully to the players that there are no walls between the two small rooms and one large room that make up the twenty-square-long Gauntlet Hall (area B on the map).

When the Heroes look through the bars of the lowered portcullis into the Gauntlet, go to combat turns. Lay out the Gauntlet Hall as indicated (do not, of course, lay out the secret rooms or passages) and read the following aloud:

You stand at the end of a corridor. To your right on the corridor's dead end, a huge, dirty rat-hair tapestry hangs on the wall. Before you is a lowered portcullis.

Through the portcullis you see a long hall with a high arched roof. At the far end of the hall a huge, giant-sized rat towers over a leather-armoured Skaven with a

whip and goad. On each side of the giant rat are two Skaven Gutter Runners. Behind them a raised portcullis hangs above the only exit.

If Kili accompanies the Heroes, read the following:

Kili yells, "Yah! Rat Ogre! Get that portcullis up and let me at 'im'!" As soon as he can, Kili goes berserk and charges across the hall to attack the Rat Ogre.

GAUNTLET MAP KEY

A: Portcullis

When the Heroes enter this level, Portcullis A is lowered across the open archway leading into the large hall.

B: The Gauntlet Hall

The Gauntlet Hall is a very large room made out of a large room and two small room sections. The internal walls are ignored, and the Heroes and monsters may move between the floorplan sections at will.

The lowered Portcullis A blocks line of sight for missile fire, but does not obstruct the casting of spells. The Rat Ogre, Beastmaster and Gutter Runners do nothing until the Heroes lift the portcullis and enter the Gauntlet Hall. If a Hero harms any Skaven with a magic spell, the Skaven Gutter Runners and Beastmaster run from the Gauntlet Hall through the raised portcullis, lowering it behind them, and escape to level 5. The Rat Ogre, unattended by the Beastmaster, runs amok.

If the Heroes discover Secret Door C and use Secret Passage F to sneak up behind the Skaven in the Gauntlet Hall, the Heroes gain surprise automatically.

When Heroes enter the Gauntlet Hall, the Rat Ogre runs forward to attack them while the Beastmaster stands and squeaks commands at it. The Gutter Runners cast sling bullets at the approaching Heroes, then defend themselves with swords in hand-to-hand combat. Rat Ogre ears are worth 10GC to the Imperial League.

Squares marked with Crossfire symbols (see map key) trigger a Crossfire Trap. The Skaven know about the traps and avoid the triggers but the Rat Ogre is too stupid; in running forward to attack the Heroes, the Rat Ogre may well trigger a Crossfire Trap or two. At the end of the first turn in which a Crossfire Trap has been triggered, the Skaven in Secret Rooms D & E open their secret doors and charge into the combat.

C: Secret Door

Secret Door C permits access to Secret Passage F. A Hero searching for secret doors discovers this on a roll of 7 or more.

D & E: Secret Rooms

A Hero searching for secret doors will discover them on a roll of 7 or greater. Secret Room D contains a Poisoned Wind Globadier and five Skaven Warriors. Secret Room E contains a Skaven Champion and five Skaven Warriors. Occupants of these secret rooms emerge and move to attack the Heroes at the end of any turn when the first Crossfire Trap is triggered.

If the Heroes have not set off a Crossfire Trap when they open a secret door to a secret room, they automatically surprise its occupants; ignore the monster locations indicated on the map and use the normal procedure for placing surprised monsters.

None of the occupants of either secret room or the Gauntlet Hall will come to the aid of the surprised secret room occupants, but the GM may use wandering monsters and ambush dungeon counters as usual.

F: Secret Passage

This secret passage is not guarded.

G: Portcullis

This portcullis remains raised unless the Skaven in the Gauntlet Hall run away after being attacked with magic. The Skaven Sentry here sounds the alarm if he sees the Heroes approaching through Secret Passage F.

LEVEL FIVE: THE KINHEARTH

The Kinhearth is the social centre of the Dwarven colony. The Kinhall is a large eating and meeting hall, usually with high arched ceilings and decorated with mosaics, statuary, ornamental stonework and other products of Dwarven High Craft, though Durrag-Dol's Kinhall, built during the grim 500-Years-War and never completed, is sparse and unadorned. Here the Earl and his court celebrate the great feast days and give weekly audience to clan concerns and grievances. The rest of the time the Kinhall is a gathering place for the clan elders, a social centre, and an informal school and nursery for clan youth.

Beyond the Kinhall lie the Ancestor's Hall, the Earl-King's Hall and Hearth, and the quarters of the Clan Hearthguard.

The Ancestor's Hall itself is the residence of the clan priests and a shrine and repository for the clan genealogies, records, and chronicles maintained by the clan priesthood. The Temple of the Living Ancestor holds the clan altars and is the centre of clan worship. In Durrag-Dol the temple contains two altars: one dedicated to Clan Durrag's Living Ancestor and one dedicated to Grungi, the Dwarven patron deity of mining.

The Earl-King's Hall is the public workspace of the Earl, where he may confer with his advisors and clan chiefs. The Earl-King's Hearth is the residence of the colony's Earl and his immediate family. The Hearthguard is the barracks of the noble Dwarven warriors chosen as the full-time personal guard of the Earl.

The current Skaven occupants of Durrag-Dol, wary of Dwarven magics, traps and curses, do not enter the Earl-King's Hearth or the Ancestor's Hall, and have not located the secret door to the Temple of the Living Ancestor.

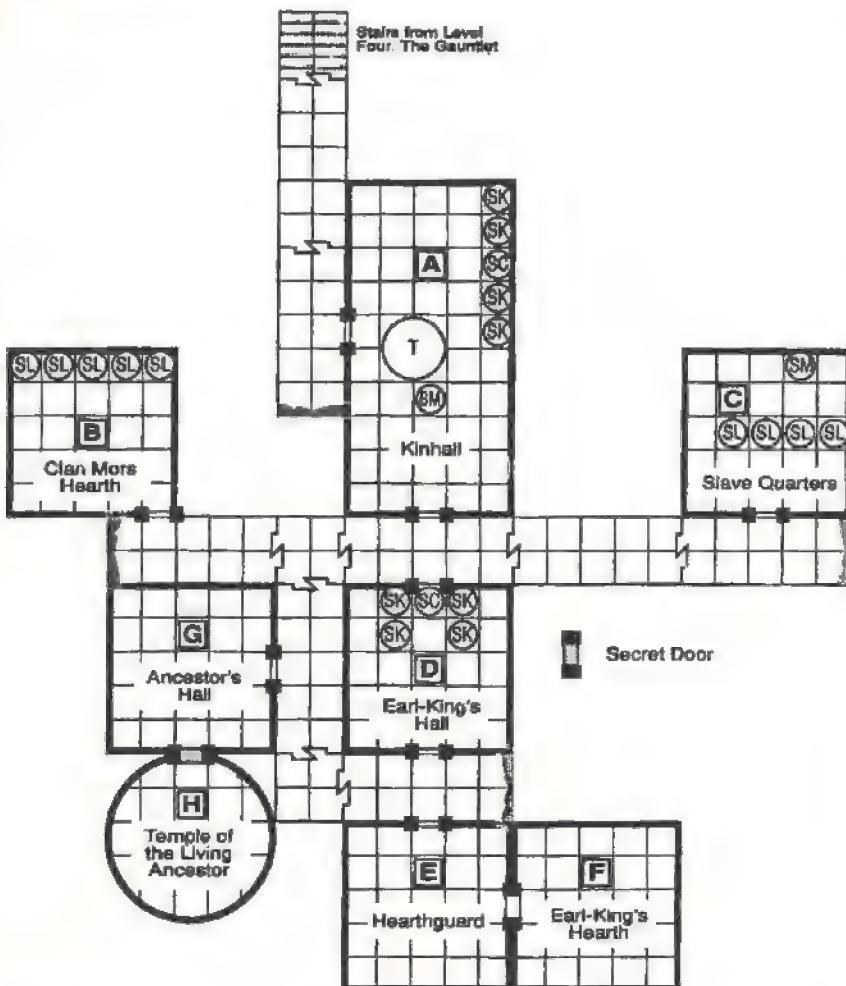
The Skaven use the Kinhall much as would the Dwarves, as a gathering place. One of the former clan hearths nearby is occupied by a Clan Mors Skaven household ruled by the Warlord Shaffat. The Clan Mors Slavemaster and slaves reside in the other former clan hearth.

The albino sorcerer Tsekkaaz lives in the former Hearthguard barracks, while his personal guard and private slaves live in the former Earl-King's Hall.

Skaven Characters

When the Heroes enter level 5, take the Clan Skryre White Skaven Sorcerer character monster counter to represent the Wizard Tsekkaaz. This counter, and the counters representing Assassin Kheewyzz and Warlord Shaffat, if they are still alive, may be played at the beginning of the Gamesmaster phase of any combat turn.





KINHEARTH MAP KEY

A: The Kinhall

Read the following when a Hero opens the door and looks into the Kinhall.

A large chamber opens out before you. The vaulted ceiling rises out of sight into the dimness above. From the two large open fireplaces along the walls, you recognize this room as the Kinhall, the main chamber of the Kinhearth complex – the heart of a Dwarven colony.

Through the door across the room must lie the Ancestor's Hall Kili says you're looking for. But maybe you'd better deal with the occupants of the room first.

In the centre of the room you see an armed, armoured and disciplined unit of Skaven led by a fierce Skaven Champion. Beside these ratmen looms the towering bulk of a huge Troll – a hideous figure with gnarled, warty green skin – and standing beside him is a Skaven with a whip and goad.

If Kili accompanies the Heroes, read the following:

Kili bellows, "Troll! Out of my way!" as he shoves through the door past everyone to get first shot at the Troll. As he struggles to push his way into the room he adds, "Rat with whip – Clan Moulder Beastmaster. Get him, and Troll goes mad!" And, of course, as soon as he can, Kili goes berserk and charges into the hall to attack the Troll.

Skaven, Troll, and Beastmaster

The Beastmaster sends the Troll to block the door if the Skaven win surprise. Otherwise the Beastmaster does his best to keep the Troll between the Heroes and himself.

Troll ears are worth 10GC to the Imperial League.

B: Clan Mors Hearth

Once occupied by the common families of the Dwarven colony, this hearth is the home nest of the Warlord Shaffat and his warriors. The Warlord and his warriors are not present, having been encountered elsewhere, but several juveniles are hiding here. These fight as Skaven slaves – that is, they avoid fighting (like Skaven Slaves).

C: Slave Quarters

The Skaven Slavemaster cowers here behind his slaves. When the Heroes open the door to this room, the Slavemaster orders his Slaves to attack the Heroes. If the Slavemaster is slain, the Slaves immediately cease fighting and attempt to escape.

D: The Earl-King's Hall

Read the following when a Hero opens the door:

As you open the door you find yourself face-to-face with a Skaven Champion and four Clarrat Warriors.

If Kili accompanies the Heroes, read the following:

Kili says, "Earl-King's Hall. Hearthguard and Earl's Hearth beyond far door." And Kili goes berserk and attacks.

E: The Hearthguard Barracks

The only interesting feature of this room is a great, downy nest in one corner filled with soft fur and delicate cloths.

If Kili accompanies the Heroes, read the following:

Kili says, "Skaven wizard nest. Watch out plenty – trapped, you bet, but treasure plenty."

The White Sorcerer Tsekaz has placed a Shock Trap on his nest. If Kili has warned the Heroes, they get +2 to their chance to spot the trap.

The treasure in the nest is: 4 Healing Potions, 300 GC and a Magic Wand of Courage (usable only by a Human, Dwarf or Elf)

F: The Earl-King's Hearth

Read the following when a Hero opens the door:

Little remains in this room but charred fragments of furniture and wall hangings. The dust lies thick on the floor and the air is stale.

If a Wizard enters the room, read the following:

You feel the disturbances of magical forces in this room. When you close your eyes for a moment and concentrate, you sense an intense aura of power in the air before you and hear an unearthly, rasping, high-pitched hissing sound like steam escaping from a tight-lidded boiling pot.

If Kili accompanies the Heroes, read the following:

Kili says, "Earl-King's Hearth. Nothing left. I think curse guards this place, no Orcs can loot it, so Orcs burn it for spite, filthy beasts. (Ptui.)"

Kili is silent for a moment, then he says, more to himself than anything, "Was long, long time ago." And he turns away quietly from the door and leaves.

Any being entering this room who is not of Clan Durrag suffers the effects of a Mindstealer Trap.

Note that the Heroes may become members of the clan if they are successful in this quest (see *Leaving Durrag-Dol*).

Most of Clan Durrag treasures were lost with the Durrag in the Elf ambush millennia ago. All that remains here are a few gold coins in a charred oaken chest – the remnants of the clan treasury not yet spent when the Goblins finally overran the colony. Roll 1D12 and multiply by 10 to determine the remaining coins in the treasure chest.

G: The Ancestor's Hall

Read the following when a Hero opens the door:

The dust lies thick on the floor of this room. Dozens of small stone slabs set into the wall bear lengthy inscriptions in Archaic Khazalid and are decorated with carved faces, domestic and dramatic scenes and elaborate runic patterns.

If Kili accompanies the Heroes, read the following:

Kili says, "Ancestor Hall. Few men or long-ears – no offence – have seen one."

To enter the Ancestor's Hall, all Heroes must test as if in the death zone of a Fearsome monster. If the test against Bravery is successful, the Hero may enter the room. If the test fails, the Hero cannot enter the Hall unless he spends a Fate Point. Kili automatically passes this Bravery test.

If Kili accompanies the Heroes, read the following when he has entered the Ancestor's Hall:

Kili says, "Behind stone slabs you find stacks of thin stone tablets with histories and records of Clan Durrag and all low-clans and families.

We bring records to Imperial League Council for the Archives. Clan Durrag and Durrag-Dol not need any more, and... well... priests say good to read and remember lost clans, honour the lost ones, said and true.

"Now," Kili says, looking around the room carefully. "We look for secret door to Temple."

Superstitious fear kept the Skaven from entering this room. With Kili's aid, the Heroes automatically find the secret door to the Temple of the Living Ancestor.

Without Kili's help, each Hero may roll 1 dice once; a roll of 7 or greater discovers the secret door.

If the Clan Durrag histories and records are delivered to the Imperial Dwarf League Council, in gratitude the Imperial Dwarfs swear an oath to provide one free Resurrection of any dead Hero. This promise is only good once and only for one Hero.

H: Temple of the Living Ancestor

Read the following when a Hero opens the door:

The dust lies thick on the floor of this circular room. One altar with a statue of the Dwarven god Grungi is on the far wall. In the centre of the room a slab of marble ornamented with precious stones and delicately-sculpted Dwarven faces rests on a low, rough-hewn das of bedrock.

If a Wizard enters the room, read the following:

You feel the presence of strong but subtle magical forces in this room. You sense a rich, deep, complex aura of power in the air. You hear what sounds like an army of whispering monks chanting in some unfamiliar language, the rhythm of their chant slow and sad.

The voices seem to be coming closer, growing louder, and louder, and louder....

If Kili accompanies the Heroes, read the following:

Kili steps forward, places the magic hammer Sognirstane upon the central altar, kneels, and speaks the following words:

"I kneel in deep respect, Living Ancestor. I, Kili Thekksson, dedicate this Hammer, Sognirstane, heirloom of Clan Durrag, to the ancestors of Clan Durrag, and to the restoring of the First Dwarven Empire. I swear to myself and my ancestors a humble oath: if given your blessing, I shall turn this treasure to the great works of all Dwarfs, to the honour of the Ancestors and All-Father, and to the glory of all clans and hearths."

If Kili or a Hero places Sognirstane on the altar, read the following:

For a moment, the air is still. There is no motion. In this timeless moment the faces of the altar glow, and there is a great presence in the room, invisible, but palpable as breath on the back of your necks. A choir of hoarse, whispering voices seems to ring in echoes from the arched dome over your head, saying:

"You have our blessing. Go forth and honour our clan with your oath, and when you share our treasure, speak the name of Durrag so that all may know and remember."

The central altar is the Altar of the Living Ancestor. Any treasure from Durrag-Dol, including the Hammer Sognirstane, which is placed upon this altar and dedicated to the memory of Clan Durrag and the restoration of the former glory of the Dwarven Empire may be taken from Durrag-Dol without incurring the Curse of the Living Ancestor.

The precious stones set into the Altar of the Living Ancestor are worth 1000 GC. Anyone who defiles this sanctuary by looting the altar shall suffer eternally the Curse of the Living Ancestor.

LEAVING DURRAG-DOL

If the Heroes succeed in delivering Sognirstane to the Altar of the Living Ancestor, each gains 1 Fate Point.

If the Heroes deliver Sognirstane, and they have slain or otherwise removed every Skaven from Durrag-Dol, and if they have not plundered Dwarven treasures without dedicating them on the Altar of the Living Ancestor, each Hero is awarded 2 Fate Points. In addition, when they leave Durrag-Dol, the spirit presence of the Living Ancestor appears to them and speaks the following:

As you emerge from the halls of Durrag-Dol, a sphere of radiant light forms before you. Within this sphere of light, hundreds of Dwarven faces seem superimposed upon one another, and a voice with the resonance of a thousand echoes and harmonies rings in your ears.

"No Durrag lives to bear the Durrag name, to honour the Durrag heritage, or to share the Durrag inheritance. By cleansing these halls of the shame of conquest, you have earned the right and duty to take into your hands and heart the Durrag Clan."

"Henceforth with honour you may append Durrag to your called-name and may enjoy the hospitality of the Dwarven hearth as a Clan Warrior. The hearths of Durrag-Dol are now your hearths. May your clans increase in high regard and prudent wealth."

Curse of the Living Ancestor

A Hero who leaves Durrag-Dol with treasure looted from a Dwarven tomb must have sworn on the Altar of the Living Ancestor to dedicate that treasure to the restoration of the Dwarven Empire, or upon leaving must immediately present that treasure to the Imperial Guild. Otherwise that Hero loses one Fate Point permanently. The Living Ancestor of Durrag-Dol is still a powerful spiritual presence and his curse lies heavy on any who would plunder the burial goods of the clan.

MONSTER REFERENCE CARDS

These monster reference cards (along with those in the Advanced Heroquest rulebook) give you the profiles for all the monsters encountered in Durrag-Dol. You can also include any of these monsters in future quests that you write yourself.

CLAN MORS WARLORD SHAFFAT	WSBS S T Sp Br Int W PV
	8 5 7 8 9 9 7 4 6
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 2 2 2 3 4 5 6 7 8 9 10 10 8
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
	Hit
	EQUIPMENT / NOTES
	Magic Halberd (Fumble 1-2, Critical 11-12)

CLAN SKRYRE SORCEROR TSEKKAZ	WSBS S T Sp Br Int W PV
	5 7 5 5 10 6 10 4 10
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 3 4 5 6 7 8 9 10 10 10 10 10 1
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
	Hit
	EQUIPMENT / NOTES
	Dagger, Ring of Magic Protection, Black Hand of Death (see Character Monsters section) - Spells: Choke x 1, Flaming Skull of Terror x 1, Fireball x 2

SKAVEN BEASTMASTER	WSBS S T Sp Br Int W PV
	7 5 6 6 10 7 5 3 3
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 3 4 5 6 7 8 9 10 10 10 10 10 3
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
	Hit
	EQUIPMENT / NOTES
	Leather Armor, Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12 (specialist weapon can't be used by Heroes))

CLAN ESHIN ASSASSIN KHEEWYZZ	WSBS S T Sp Br Int W PV
	9 9 5 7 12 9 7 4 8
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 2 2 2 2 3 4 5 6 7 8 9 10 3
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
	Hit
	EQUIPMENT / NOTES
	Poisoned dagger (counts as a sword)

RAT OGRE	WSBS S T Sp Br Int W PV
	7 3 8 8 7 8 4 7 7
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 2 2 3 4 5 6 7 8 9 10 10 10 8
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
	Hit
	EQUIPMENT / NOTES
	Fights with claws and fangs. Fearsome monster. Large monster. May Run Amok without Beastmaster

CAVE TROLL	WSBS S T Sp Br Int W PV												
	5	1	9	9	7	4	3	9	9	9			
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	3	4	5	6	7	8	9	10	10	10	10	10	7
RANGED COMBAT													
Range	1-3	4-12	13-24	25-36	37+	Max Dam							
Hit													
EQUIPMENT / NOTES													
Fights with claws and fangs. Fearsome monster. Large monster. Regenerates. May Run Amok without Beastmaster.													

SKAVEN SLAVEMASTER	WSBS S T Sp Br Int W PV												
	7	5	5	5	10	6	5	3	3	3			
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	3	4	5	6	7	8	9	10	10	10	10	10	3
RANGED COMBAT													
Range	1-3	4-12	13-24	25-36	37+	Max Dam							
Hit	6	7	8	9	10	12	3						
EQUIPMENT / NOTES													
Poisoned whip (as axe or warhammer, exceptumble on 1-2 and critical on 11-12; specialist weapon can't be used by Heroes)													

SKAVEN SLAVE	WSBS S T Sp Br Int W PV												
	5	5	5	7	11	5	5	3	.5	.5			
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	3	4	5	6	7	8	9	10	10	10	10	10	1
RANGED COMBAT													
Range	1-3	4-12	13-24	25-36	37+	Max Dam							
Hit													
EQUIPMENT / NOTES													
Unless a Slavemaster is within six squares or in line of sight, a Slave must roll his Bravery or less or run from combat													

SKAVEN GUTTER RUNNER	WSBS S T Sp Br Int W PV												
	5	6	5	5	10	8	6	3	3	3			
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	3	4	5	6	7	8	9	10	10	10	10	10	3
RANGED COMBAT													
Range	1-3	4-12	13-24	25-36	37+	Max Dam							
Hit	6	7	8	9	10	12	3						
EQUIPMENT / NOTES													
Sword, Sling. +1 to surprise													

MONSTER MATRICES

LAIRS MATRIX

D12	Occupants		Treasure
	1	2	
1	4 Warriors		40 GCs
2	2 Warriors and 1 Champion		40 GCs
3	5 Warriors		50 GCs
4	3 Warriors and 1 Sentry		50 GCs
5	6 Warriors		60 GCs
7	2 Warriors and 2 Champions		60 GCs
8	1 Slavemaster and 8 Slaves		80 GCs
9	8 Warriors and 1 Champion*		80 GCs
10	2 Gutter Runners and 1 Champion*		80 GCs
11	4 Warriors and 1 Warlord*		100 GCs
12	2 Champions and 1 Warlord*		100 GCs

* if you rolled 9-12, also roll on the following special matrix. If extra Skaven are rolled up, add them to those in the Lair.

ADDITIONAL OCCUPANTS

D12	Additional Occupants	
	1-6	7-8
1-6	None	
7-8	1 Slavemaster and 6 Slaves	
9	2 Gutter Runners	
10	1 Warpfire-Thrower Team	
11	1 Jezzail Team	
12	1 Beastmaster and 1 Rat Ogre	

WANDERING MONSTER MATRIX

D12	Wandering Monsters		Treasure
	1-2	3-4	
1-2	1 Sentry		30 GCs
3-4	1 Gutter Runner		30 GCs
5-6	4 Warriors		40 GCs
7-8	1 Slavemaster and 2 Slaves		40 GCs
9	5 Warriors		50 GCs
10	3 Warriors and 1 Champion		50 GCs
11	1 Slavemaster and 6 Slaves		60 GCs
12	2 Gutter Runners and 2 Warriors		80 GCs

QUEST ROOMS MATRIX

D12	Occupants		Treasure
	1	2	
1	3 Champions and 1 Warlord		120 GCs
2	6 Warriors and 3 Champions		120 GCs
3	6 Warriors and 1 Warlord		120 GCs
4	4 Gutter Runners and 1 Champion		140 GCs
5	4 Champions and 1 Warlord		140 GCs
6	8 Warriors and 3 Champions		150 GCs
7	3 Warriors, 3 Champions and 1 Warlord		150 GCs
8	8 Warriors and 4 Champions		180 GCs
9	3 Gutter Runners, 1 Beastmaster and 1 Rat Ogre		180 GCs
10	8 Warriors, 1 Beastmaster and 1 Rat Ogre*		180 GCs
11	3 Champions, 1 Beastmaster and 1 Cave Troll*		180 GCs
12	8 Warriors, 1 Beastmaster and 1 Cave Troll*		200 GCs

If you rolled 9-12, also roll on the following special matrix. If an additional occupant is rolled up, add it to those in the Quest Room.

ADDITIONAL OCCUPANTS

D12	Additional Occupants	
	1-6	7
1-6	None	
7	1 Slavemaster and D12 Slaves	
8	1 Warpfire-Thrower Team	
9	1 Jezzail Team	
10	1 Rat Ogre	
11	3 Gutter Runners	
12	1 Cave Troll	

Note: all Gutter Runners in these matrices are armed with slings.

START	CURRENT		
WEAPON SKILL			
8			
BOW SKILL	4		
STRENGTH	5		
TOUGHNESS	6		
NAME: ELF WARDANCER			
			
START	CURRENT		
SPEED	10		
BRavery	8		
INTELLIGENCE	7		
FATE	1		
WOUNDS	4		

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	RANGE	DAM.DICE	FUMBLE	Critical
SWORD	N/A	3	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT	* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE											

START	CURRENT			
WEAPON SKILL	8			
SPEED	8			
BOW SKILL	7	5		
STRENGTH	6			
TOUGHNESS	7	10		
NAME: HUMAN CAPTAIN				
				
START	CURRENT			
SPEED	8	6		
BRavery	8			
INTELLIGENCE	7			
FATE	1			
WOUNDS	4			

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	RANGE	DAM.DICE	FUMBLE	Critical
SWORD	N/A	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
CHAIN MAIL	-1	+2	-2
SHIELD	-1	+1	0
TOTAL	-2	+3	-2

EQUIPMENT	* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE											

START	CURRENT		
WEAPON SKILL	4		
BOW SKILL	5		
STRENGTH	4		
TOUGHNESS	4		
NAME: WIZARD'S APPRENTICE			
			
START	CURRENT		
SPEED	8		
BRavery	7		
INTELLIGENCE	8		
FATE	1		
WOUNDS	3		

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	RANGE	DAM.DICE	FUMBLE	Critical
DAGGER	N/A	1	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT	* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE											

START	CURRENT			
WEAPON SKILL	8			
BOW SKILL	5	4		
STRENGTH	6			
TOUGHNESS	7	8		
NAME: DWARF TROLL SLAYER				
				
START	CURRENT			
SPEED	6	5		
BRavery	10			
INTELLIGENCE	6			
FATE	1			
WOUNDS	4			

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	RANGE	DAM.DICE	FUMBLE	Critical
2-HANDED AXE	N/A	5	1-2	11-12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
LEATHER	-1	+1	-1
TOTAL	-1	+1	-1

EQUIPMENT	* NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE											

ADVANCED HEROQUEST

HENCHMEN

New Henchmen rules for Captains, Sergeants, Elf Wardancers, Dwarf Troll Slayers and Wizard's Apprentices

By Graeme Davis, Robin Dews & Carl Sargent

The rules here expand on and clarify those in the *Advanced Heroquest* rulebook. There are some changed rules, though, and they should be carefully read by the GM. They introduce new types of Henchmen for the Elf, Dwarf, and Wizard and also introduce the Captain, a very strong warrior who is the ultimate fighting Henchman.

We've also included character sheets for all of these new kinds of Henchmen.

As the *Advanced Heroquest* rulebook explains, Henchmen are adventurers who hear of the exploits of the Heroes and are willing to join with them. They may do so because they seek glory and fame themselves, or simply because it sounds like a well-paid job (even if rather dangerous). There are two ways for Heroes to gain the services of Henchmen. They can recruit them as hired help, or they may attract them as followers.

HIRED HENCHMEN

Only one type of hired Henchman is allowed for any Hero. This is the Human Man-at-Arms. This changes the previous rule from the *Advanced Heroquest* rulebook; Human Sergeants *cannot* now be obtained simply as hired Henchmen.

Any Hero can acquire a Human Man-at-Arms as a hired Henchman, providing he has the funds to pay for him. A Man-at-Arms must be paid 50 gold crowns per expedition (in advance). Men-at-Arms always make Wills, and leave their money and equipment to people other than the Heroes! They do not receive a share of any treasure gained during expeditions, since their fee is their reward. Hired Henchmen do not need any payment between expeditions. A Hero may have as many Men-at-Arms as he can afford to pay.

In addition, each time the Hero gains a Fate Point, one Man-at-Arms will arrive between expeditions to offer his services. These Men-at-Arms offer their



services more cheaply (for 35 gold crowns) than standard Henchmen. The Hero doesn't have to accept a Man-at-Arms as a Henchman when one arrives in this way, but if he declines the offer he doesn't get another chance until he gains another Fate Point (although he can still hire additional Men at Arms in the normal way for 50 GCs each.)

Men-at-Arms are rather ordinary fighters, and they cannot have their Fate Points or characteristics increased by expenditure on the part of the Hero employing them (see the Costs Table on page 37 of the *Advanced Heroquest* rulebook). All other Henchmen can be improved in either of these ways however, but the Heroes have to pay for this! Lastly, only Hired Henchmen are affected by Henchman Retires and Risk Money from the Random Events Table (*Advanced Heroquest* rulebook, page 36).

SERGEANTS

Sergeants are superior fighters who will only offer paid service to Heroes of definite renown. Any Hero may hire a Sergeant, but that Hero *must* have gained at least 1 Fate Point during his adventures before a Sergeant will offer service. This changes the previous rule and Sergeants *cannot* now be obtained by "swapping" for two Men-at-Arms (*Advanced Heroquest* rulebook, page 38).

Sergeants cost 75 gold crowns per expedition. This must be paid in advance. Sergeants, like any

Henchmen, make Wills before their expeditions and do not leave any of their money or equipment to the Heroes who employ them!

CAPTAINS

Captains are very capable fighters and almost heroes in their own right. Captains will only offer their services to human Warriors, since their pride will only allow them to serve a Hero who they consider to be more skilled than themselves in the arts of combat. Captains will never act as hired Henchmen, and although they require some payment for their services, they cannot be hired. A Warrior may never have more than one Captain in his service at any one time.

A Captain will arrive to offer his services to any Warrior who he has acquired 3 Fate Points as a result of his adventures. If the Warrior declines this offer of service, the Captain will go off in search of a more heroic companion, and the Hero will be unable to find another until he has gained 2 further Fate Points. A Captain must be paid 50 gold crowns per expedition, and like other Henchmen, Captains leave their monies and equipment to people other than the heroes in their Wills. Further, the Warrior must purchase at least 25 gold crowns worth of new equipment for his Captain between each expedition (or spend more than this in increasing a characteristic score for the Captain, etc.).

ELF WARDANCERS

Wardancers are unique form of warrior-troubadour, with a rare range of skills. They are acrobatic, athletic fighters who spend their lives in training and meditation in order to keep their bodies supple and their reflexes sharp. As a result, they fight at close quarters with astonishing speed, grace, and deadliness. They are gifted experts with close combat weapons, but a side effect of this specialisation, is that their use of ranged weapons is poor. Wardancers will only ever offer their services as a Henchmen to Elf Heroes and although they do require a living allowance from their Hero master, they will never serve merely as hired Henchmen. An Elf Hero may never have more than one Wardancer in his service at any one time.

A Wardancer will arrive to offer his services to an Elf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Elf Hero declines this offer of service, the Wardancer departs, and the Hero cannot find another until he has gained 2 further Fate Points. An Elven Wardancer must be paid an allowance of 50 gold crowns per expedition, and Wardancers never



PAUL BONNER

leave their money or equipment to Heroes in their wills. It is possible for an Elf Wizard to have an Elf Wardancer as a Henchman, but he cannot also have a Wizard's Apprentice at the same time.

SPECIAL RULES FOR WARDANCERS

Elf Wardancers are highly unusual, and a number of special combat and movement rules apply to them.

Armour

Wardancers may only wear leather armour, but can do so with no reduction to their *Speed* characteristic, due to their suppleness and agility.

Flying Leap

Wardancers may use their acrobatic skill to leap over a single Monster or Hero. Make a *Speed Test*, by rolling a D12 against the Wardancer's *Speed* characteristic. If the player rolls less than or equal to the Wardancer's *Speed*, then move the Wardancer to the square directly opposite the one from which it began its leap. A Wardancer making a flying leap ignores all of the restrictions for moving through *Death Zones*. A flying leap may be combined with a normal move, but not with a *run*, and only one Flying Leap may be attempted each round. If the model making the flying leap fails the *Speed Test* then this is treated as a stumble and the model must cease moving immediately. A Wardancer may not make a flying leap over a model standing in a doorway or over a *Large Monster*.

If a Wardancer attempts a normal *Heroic Leap* over a Chasm or Pit Trap etc, then you should make the *Speed Test* with a -2 modification to the dice roll to reflect the Wardancer's great agility.

SPECIAL ATTACK MODES

Once engaged in hand-to-hand combat, Wardancers may attack using a number of special attack modes. The controlling player must declare the attack mode before any combat dice are rolled.

Concentrated Attack

The Wardancer uses all of its training and skill to penetrate the monster's defence. The model may attack with +2 on its hit roll.

Transfix

After the first round of combat with a single model, the Wardancer may use a combination of mystic dance and song to *Transfix* their opponent. The monster must make an *Intelligence Test*. If the monster fails, then the Wardancer's rolls to both hit and wound are at +1 and the monster's to hit rolls only are at -1. If the monster manages to hit

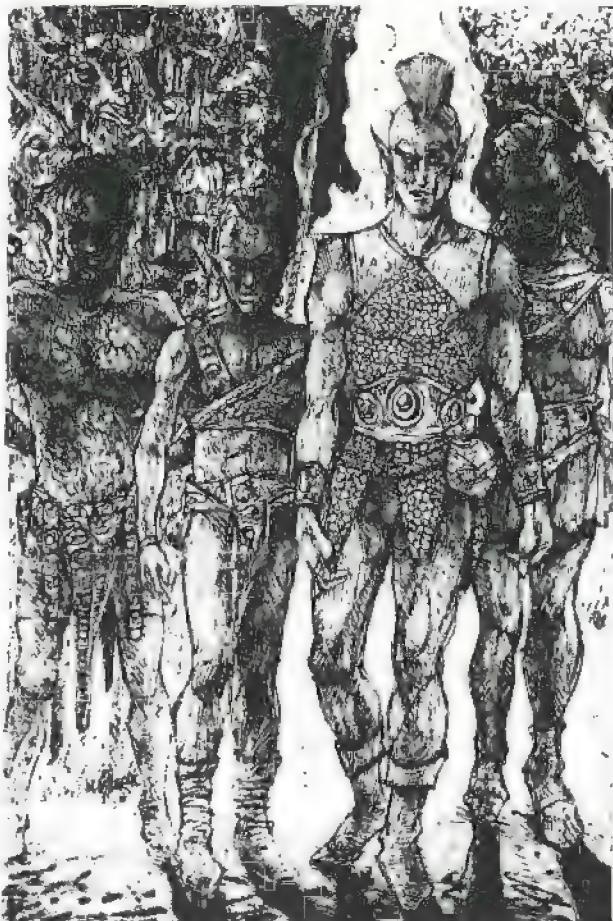
the Wardancer then wounds are rolled normally. The effects of *Transfix* last for one combat round, although there is nothing to stop the model from attempting the same attack mode in the next round. If the monster passes the *Intelligence Test* then the *Transfix* fails and the attack is treated as normal.

Whirling Death

The Wardancer enters into a frenzy of bloodlust and may strike with 2 attacks in the same way as a *Berserker* (see the *Advanced Heroquest* rulebook page 40). Unlike a *Berserk Monster*, a Wardancer using Whirling Death is never caught off balance and the Wardancer's weapon skill is treated as normal when his opponents works out their hit rolls. Once this attack mode has been selected, the Wardancer must continue to assault the same model, until the monster is either dead or has run away. As soon as this has happened, the Wardancer can choose to continue with the Whirling Death attack against a new opponent, or revert to normal and choose a new attack mode.

Taunt

The Wardancer gestures, threatens, shouts insults and so outrages a specific model that it becomes compelled to attack him. Make an *Intelligence Test* for the monster. If it fails, then the monster is compelled to move towards the Wardancer in its own turn in an attempt to engage in close combat.



Normal Attack

The Wardancer attacks as a normal Hero with no special modifications.

DWARF TROLL SLAYERS

Troll Slayers are among the most fearsome fighters of the Dwarf race. Troll Slayers are young Dwarfs who have been disgraced, crossed in love or in some other way humiliated. They will never discuss their dark secret - about which it is neither polite nor wise to enquire - but will attempt to atone for their past by seeking the path of the Troll Slayer and dedicating their lives to searching out and confronting danger. Shaven-headed, tattooed, and fearless in the fight, Troll Slayers have an utter disdain for ranged weapons, preferring the joys of cleaving with a double-handed axe. Despite their name, Dwarf Troll Slayers are happy to wade into just about any enemy they can find - they hate Trolls especially, but in their pursuit of atonement through death they will risk their lives by fighting more or less anything. Due to the racial bond between them, they will only offer their service as Henchmen to Dwarf Heroes. Although they require a subsistence payment from their master, Troll Slayers never serve as paid Henchmen and thus can never be hired. A Dwarf Hero may never have more than one Troll Slayer in his service at any one time.

A Troll Slayer will arrive to offer his services to a Dwarf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Hero

declines this offer of service, the Troll Slayer will add this further insult to his catalogue of suffering, pick up his axe and head off once more in search of his destiny. The Hero will be unable to recruit another Troll Slayer until he has gained 2 further Fate Points. A Dwarf Troll Slayer must be paid 50 gold crowns per expedition, and Troll Slayers do not leave their money or equipment to Heroes in their wills.

SPECIAL RULES FOR TROLL SLAYERS

Troll Slayers have their own peculiar codes of conduct and combat and the following special rules apply to them.

- Because of their peculiar attitude to danger, Troll Slayers never use shields, and they will not wear plate or mithril armour even if magical.
- Troll slayers never use ranged weapons.
- A Troll slayer may go berserk in combat if he wishes, just as a *Berserk Monster*. If confronted by a Troll, the Troll Slayer automatically goes berserk and must attack the Troll, irrespective of whatever other creatures may be present, the hazards which may be in the way (unless it's absolutely impossible to get at the Troll!) and of course his own safety.

THE WIZARD'S APPRENTICE

The Wizard's Apprentice is a most unusual Henchman and several unique rules apply to him. Apprentices will only offer their services as Henchmen to Wizard Heroes for the obvious reason that they come to study and learn from their new master. Although they can never be merely hired, Apprentices do require payment in kind, in exchange for their devotion to their master.

A Wizard's Apprentice will arrive to offer his services to a Wizard Hero, when that Hero has acquired 2 Fate Points as a result of his adventures. If the Wizard declines this offer of service, then the Apprentice will go off in search of a more agreeable master, and the Wizard will be unable to find another until he has gained 2 further Fate Points. A Wizard cannot have more than one Apprentice at any one time.

Elf and Dwarf Wizards will find that their Apprentices are of their own race (this is always true; they have no choice). The profile for these rare Apprentices differs from those for a human Wizard's Apprentice. For an Elf Wizard's Apprentice, add +1 to Intelligence and subtract -1 from Strength from the Wizard's Apprentice profile. For the Dwarf Wizard's Apprentice, the poor thing starts off not knowing any spells at all!



The first spell can be taught to him at normal cost by his master, but after that time all the standard rules for cost of spell teaching and Intelligence tests for Dwarf Wizards apply to the Dwarf Wizard's Apprentice as well (see *Advanced Heroquest* rulebook, page 43).

As we have said, Wizard's Apprentices do not require payment as such. Instead, they seek to learn from their masters. Between each expedition, the Apprentice must be taught one new spell, or have a characteristic improved by one point, or be given a Magic Treasure acquired during the expedition. If at least one of these conditions is not fulfilled, then the Apprentice will pack his bags and leave in order to seek a Wizard who can afford to encourage and support his protégé's studies.

SPECIAL RULES FOR WIZARD'S APPRENTICES

Wizard's Apprentices are subject to the same restrictions that apply to Wizards. They cannot wear armour, they cannot use any weapon larger than a dagger, and so on.

A Wizard's Apprentice begins his career knowing only one spell. This is always a spell from the same College of Magic as his Master - the Apprentice is of course a student of the same College. The Wizard Player can choose which spell his Apprentice knows, but it must be one of the four spells that the Wizard himself knew when he first began his life as a Hero. The Apprentice can be taught new spells by his master at half the usual cost (round any fractions of gold crowns up). Costs for spell teaching for Bright Wizard spells are listed on page 37 of the *Advanced Heroquest* rulebook. The Apprentice is an eager student, he learns quickly, and the Wizard isn't trying to make a profit! However, the Wizard can only teach the Apprentice spells that he, the Wizard, already knows, and the Apprentice must be taught the first four spells of the College (the ones the Wizard began with) before he can learn any others. The Wizard must also buy all his Apprentice's spell components for him.

A Wizard can also improve the characteristic scores of his Apprentice. This can be done, once again, at half the usual cost- the Wizard needs to spend only 100 gold crowns to improve one characteristic score of his Apprentice by 1 point. However, the Wizard can never teach his Apprentice to have a characteristic score superior to his own. So, a Wizard with *Intelligence* 9 who has an Apprentice with *Intelligence* 7 can teach him to improve his *Intelligence* by up to 2 points, but no further (unless the Wizard improves his own *Intelligence* score first).



KEVIN WALKER

Wizard's Apprentices can use all magic items which Wizards can use. If the description of a Magic Treasure says that it can (only be) used by a Wizard, an Apprentice can use it also.

DEAD HENCHMEN AND DEAD HEROES

Unlike the Men-at-Arms and Sergeants, who merely enter the paid service of a Hero, there is an important bond of fellowship between a Captain, Wardancer, Troll Slayer or Apprentice and their respective masters. If the Henchman is killed (and not magically returned to life), the Hero has failed in his duty of comradeship-in-arms with this loyal and brave fighter and as a result must lose 1 Fate Point to reflect this ill-fortune. This Fate Point must immediately be removed from both the Start and Current boxes on the *Hero Characteristic Sheet*. Fate Points lost through the death of a trusted Henchman can be regained either by spending Gold Crowns in between adventures or through further heroic actions in the usual way.

If a Hero dies and is not returned to life, his Henchmen will always leave. Disillusioned and overcome with grief the Henchman will pack his bags and go off in search of new opportunities for fame and adventure.

A replacement Hero cannot keep the Henchmen his predecessor had.

ADVANCED HEROQUEST™

TREASURE

Over the last few months we've been playing lots of games of *Advanced Heroquest* and have come up with loads of ideas for new types of treasure, jewels and magic items. Here are some of the ideas to try out in your own games.

MONSTER TREASURE

The *Advanced Heroquest* rulebook gives the value of gold crowns carried by the monsters encountered in the Quest for the Shattered Amulet. Here, we give tables for the treasures carried by *all* types of monsters encountered in *Advanced Heroquest*. You can use this simple system in one of two ways.

The easiest way is just to use the value given in the *Monster Treasure Table* overleaf in bold print. This gives the average value of treasure carried by each type of monster. If you want to make the monsters more interesting and varied, roll a D12 for each one encountered and consult the same table. Sometimes they will have an unusually large amount of treasure - a lucky windfall for the Heroes! - and sometimes they have very little. The *Monster Treasure Table* reflects the different fortunes of being a monster - sometimes you get rich as you kill foolish adventurers, sometimes other monsters steal what little you have!

Using the *Monster Treasure Table*, it's also possible for some monsters to possess a minor magical treasure. Magic treasures are covered in detail later on. If a monster has a magical treasure, it will use it to best advantage if it's smart enough to do so. If the item is one which confers a permanent effect (such as a Ring of Protection), the monster will be wearing it. If the treasure is a one-shot item such as a Potion, the monster will use it in the best way possible if it successfully makes an *Intelligence* test. Roll a D12; if the score is less than or equal to the monster's Intelligence score, it has passed the test and will use the item wisely. If the score is greater than the monster's Intelligence score, it won't attempt to use the item. It is possible for a monster to have an item it cannot use, such as a

scroll containing one or more wizard spells. The monster will have stolen such an item from the body of some unfortunate wizard who perished in the dungeon long before the Heroes came along! The more powerful a monster is, the more likely it is to possess a minor magic item. The only exceptions to this principle are Daemons, which is just as well for those who have to fight them!

The table overleaf lists all the monsters in the *Advanced Heroquest* book save for the terrible Praznagar himself. The abbreviation "GC" is used for Gold Crowns. The abbreviation MMI is used for a Monster Magic Item. If a monster has a minor magic item, find out what it is by rolling on the *Monster Magic Treasures Table*.



MONSTER TREASURE TABLE

Monster Type	Dice Roll			
	1-4	5-8	9-11	12
Skaven Warrior	5 GCs	10 GCs	15 GCs	20 GCs
Skaven Champion	10 GCs	20 GCs	30 GCs	40 GCs
Skaven Gutter Runner	10 GCs	20 GCs	25 GCs	35 GCs
Skaven Poisoned Globadier	15 GCs	30 GCs	50 GCs	60 GCs+MMI
Skaven Sentry	10 GCs	20 GCs	30 GCs	40 GCs+MMI
Skaven Warlord	40 GCs	60 GCs	80 GCs+MMI	100 GCs+MMI
Skaven Night Runner	10 GCs	30 GCs	40 GCs	50 GCs+MMI
Skaven Jezzailachis Team	40 GCs	60 GCs	80 GCs	100 GCs
Skaven Warpfire Team	80 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
White Skaven Sorcerer	60 GCs	100 GCs+MMI	110 GCs+MMI	120 GCs+MMI
Skaven Plague Monk	30 GCs	60 GCs	80 GCs+MMI	100 GCs+MMI
Clan Eshin Assassin	50 GCs	80 GCs	120 GCs+MMI	150 GCs+MMI
Clan Skryre Warpweaver	40 GCs	60 GCs	80 GCs	80 GCs+MMI
Plague Censer Bearer	40 GCs	60 GCs	80 GCs	90 GCs+MMI
Clan Mors Warlord	70 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
Goblin	0 GCs	5 GCs	5 GCs	10 GCs
Goblin Archer	0 GCs	5 GCs	5 GCs	15 GCs
Orc Warlord	50 GCs	60 GCs	80 GCs+MMI	120 GCs+MMI
Orc Warchief	50 GCs	80 GCs	100 GCs+MMI	120 GCs+MMI
Orc Champion	10 GCs	20 GCs	25 GCs	30 GCs+MMI
Orc	5 GCs	10 GCs	15 GCs	20 GCs
Chaos Thug	0 GCs	10 GCs	20 GCs	30 GCs
Chaos Champion	50 GCs	80 GCs	80 GCs+MMI	100 GCs+MMI
Chaos Warrior	30 GCs	40 GCs	50 GCs	60 GCs+MMI
Chaos Lord	90 GCs	120 GCs	150 GCs+MMI	180 GCs+MMI
Chaos Sorcerer	80 GCs	110 GCs+MMI	140 GCs+MMI	170 GCs+MMI
Greater Daemon	150 GCs	200 GCs	250 GCs	300 GCs
Daemonette	90 GCs	120 GCs	150 GCs	200 GCs
Bloodthirster	100 GCs	120 GCs	150 GCs	200 GCs
Minotaur Lord	80 GCs	110 GCs	140 GCs+MMI	170 GCs+MMI
Minotaur	60 GCs	90 GCs	120 GCs+MMI	150 GCs+MMI
Ogre Chieftan	70 GCs	100 GCs	120 GCs+MMI	150 GCs+MMI
Ogre	50 GCs	80 GCs	100 GCs	120 GCs
Troll	60 GCs	90 GCs	120 GCs+MMI	150 GCs+MMI
Fimfir	50 GCs	70 GCs	100 GCs+MMI	120 GCs+MMI
Undead Champion	40 GCs	60 GCs	70 GCs	90 GCs+MMI
Zombie	0 GCs	10 GCs	10 GCs	20 GCs
Skeleton	10 GCs	10 GCs	10 GCs	20 GCs
Mummy	0 GCs	20 GCs	40 GCs	100 GCs

MONSTER MAGIC TREASURES

Roll D12 and consult the table below. Make sure you record the Monster Magic Item on a blank *Monster Reference Table* or make a clear note of it elsewhere.

MONSTER MAGIC TREASURES TABLE	
D12	<i>Magic Item Possessed by the Monster</i>
1	Amulet of Courage
2	Ring of Speed +1
3-4	Potion of Healing
5	Potion of Prowess
6	Talisman of Detection
7	Scroll containing 2 Wizard Spells
8	Magical Shield - Arrow Catcher
9-10	Ring of Magic Protection +1
11	Magic Sword, +1 to WS only
12	Potion of Regeneration

Details of these magic items can be found in Magic Treasures section below.

TREASURE CHESTS

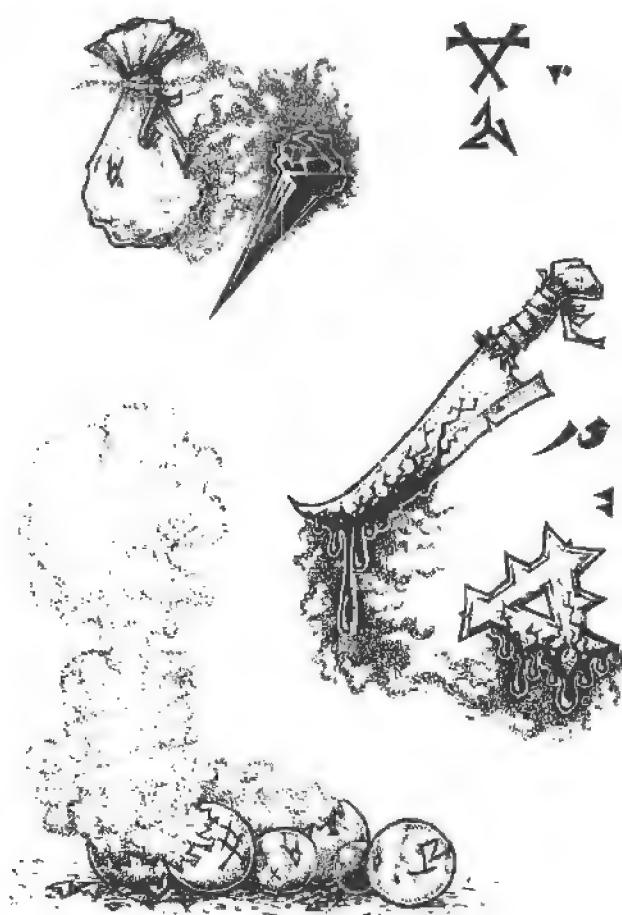
Treasure Chests can be found in Lairs and Quest rooms. When a Treasure Chest is found, roll 2D12 and look up the result on the *Treasure Chests Table*.

Most of the treasures here will be familiar from the *Advanced Heroquest* book- Gold Crowns, rat poison, bows, arrows and the like. There are two new types of treasure here, *Jewels* and *Blade Venoms*, and both are described fully in the following section. Magic treasures are dealt with later.

TREASURE CHESTS TABLE	
2D12	<i>Treasure Chest Contents</i>
2-5	Treasure Map
6	4 Bolts (for crossbow) and 20 Gold Crowns
7	6 Arrows and 20 Gold Crowns
8	10 feet of Rope and 30 Gold Crowns
9	2 Flasks of Greek Fire and 1 Jewel
10	50 Gold Crowns
11	100 Gold Crowns
12	50 Gold Crowns and 1 Jewel
13	100 Gold Crowns and 1 Jewel
14	Bow, 6 Arrows and 1 Jewel
15	Shield, 6 Arrows and 50 Gold Crowns
16	Screech Bug and 50 Gold Crowns
17	Rat Poison and 50 Gold Crowns
18	Blade Venom (1 dose), 50 Gold Crowns & 1 Jewel
19	Blade Venom (1 dose), 50 Gold Crowns & 1 Jewel
20-21	1 Magic Treasure
22-23	1 Magic Treasure and 1 Potion
24	2 Magic Treasures, 1 Potion and 1 Jewel

BLADE VENOMS

When *Blade Venoms* are discovered as treasure, the venom type is found by rolling a D12 on the following table. Each variety of *Blade Venom* can be applied to an edged hand weapon only. This includes swords, daggers, halberds, axes and spears but not warhammers or clubs nor crossbow bolts, arrows or any other missile weapon. Each dose of *Blade Venom* will last for 1 combat. During this time, any successful hit from the attacker will do 1 additional Wound to the creature (or type of creature) affected by the *Blade Venom*. As the table



shows, specific Venoms are effective against particular creatures - for example, Graveroot is effective against all Undead creatures (but has no effect on living creatures of any type).

BLADE VENOMS TABLE

D12	Blade Venom	Effective Against...
1-2	Graveroot	Undead
3	Elfbane	Elves, Dark Elves
4-5	Blackroot	Orcs and Goblins
6-7	Stonebane	Ogres and Trolls
8-9	Lawfoil	Chaos Warriors
10-12	True Lawfoil	Chaos Creatures

Except for Elves and Dark Elves, which have their own entry, all other creatures are all grouped, as follows:

Undead: includes Zombies, Skeletons, Mummies, Undead Champions.

Orcs and Goblins: This includes all the specialist types of these nasty creatures, such as the Orc Warlord, Goblin Archer, etc.

Ogres and Trolls: Again, the Ogre Champion and other ogre/troll "specialists" are included.

Chaos Warriors: This includes Chaos Thugs, Chaos Champions, Chaos Warriors, but *not* the Chaos Sorceror.

Chaos Creatures: This includes Minotaurs (and Minotaur Lords), Beastmen, and all Daemons (Bloodthirsters, Daemonettes, and Greater Daemons of Tzeentch).



JEWELS

Jewels are always valuable, and unlike gold crowns they don't count as weighing anything. This means that Heroes can carry extra treasure without being weighed down with too much gold. Some types of jewels are also magical. If the D12 roll on the Jewel table below indicates that a jewel is magical, you should immediately roll on the Magic Jewels table (see Magic Treasures) to see what magic property the jewel possesses.

JEWEL VALUE TABLE

D12	Value of the Jewel
1-3	50 Gold Crowns
4-5	80 Gold Crowns
6-7	100 Gold Crowns
8-9	150 Gold Crowns
10-12	Magic Jewel

Magic Jewels are worth 150 gold crowns for their rarity value if sold. If they are kept and their magic is used up, they are worth 50 gold crowns afterwards.

MAGIC TREASURE

Magic items are the most valuable treasures which Heroes can find. They are easily the most important way in which Heroes can make themselves more powerful. There are, however, limits to the number of magic items Heroes and Henchmen can carry and use; for example, only one magic ring can be worn, and no more than three magic weapons can be carried. These restrictions are listed below each type of item.

The *Magic Treasure Table* below supercedes the old one in the *Advanced Heroquest* rulebook (page 31). To save you time flicking back and forward from this book to the rulebook, we've collected together all the Magic Treasures here, both old and new, so everything you need for complete reference is in this one section. References are often made to "model" and "models" when describing magic items- this can mean a Hero, a Henchman, or even a monster, since monsters can use magic items too!

MAGIC TREASURE TABLE

2D12	Result	2D12	Result
2	Dawnstone	12	Jewel
3	Amulet	13-14	Potion
4	Bag	15	Arrows or Bolts
5-6	Wand	16-17	Bow
7	Ring	18-19	Sword
8	Shield or Helm	20-21	Armour
9	Weapon	22-23	Robe or Cloak
10-11	Scroll	24	Talisman

As usual, when the Heroes find a magic item they should agree among themselves who is the best person to use the magic item. If they cannot agree, the Leader should decide which member of the party may carry and use the item. Treasure can be re-allocated during or after the expedition anyway, and Heroes can make swaps and deals between themselves.

DAWNSTONES

A Dawnstone is a very powerful and unique magical object. It contains 1D12 Fate Points that can be used by the owner in the same way as normal fate Points. The Dawnstone does not however regenerate Fate Points between adventures and trips and once used, they are lost forever.

MAGIC AMULETS

There are now five different magical amulets, so roll a D12 and determine from the table below which type of amulet has been found.

MAGIC AMULET TABLE	
D12	Amulet Type
1-2	Amulet of Iron
3-5	Amulet of Protection
6-7	Amulet of Courage
8-10	Amulet of Warding
11-12	Amulet of Health

Amulet of Iron: If a spell is aimed at a Hero (or other creature) wearing this amulet, or he is in the area of effect of a spell, roll a D12. On a roll of 9 or more, the spell has no effect on the model. Note that the amulet works even if the player wants to have his Hero affected by the spell - so be sure to remove it before having wounds healed by a *Flames of the Phoenix* spell, for example! Also, if an Amulet of Iron saves a model from an area effect spell (such as an *Inferno of Doom* spell), this does not save other models in the area of effect from the effects of the spell.

Amulet of Protection: Any model wearing an amulet of this type has its Toughness increased by 1 point, in addition to any benefits for armour, etc.

Amulet of Courage: This amulet protects its wearer against fear. He need never make a Bravery check when confronted by a *Fearsome Monster*, and he is immune to spells which cause fear (such as *Flight*).

Amulet of Warding: An Amulet of Warding protects its wearer against a certain type of monster. A Hero wearing an *Amulet of Warding* will suffer one less Wound from each successful attack by the type of monster in question. Also, a monster of this type can never get any kind of free attack - from a fumble for example - when fighting the wearer of an *Amulet of Warding*. Roll a D12 and read from the table below which type of monster a particular Amulet of Warding protects against:

AMULET PROTECTION TABLE			
D12	Protection from	D12	Protection from
1	Chaos Warriors	8-9	Skaven
2-3	Chaos Creatures	10	Undead Creatures
4-5	Orcs and Goblins	11	Fimir
6-7	Ogres and Trolls	12	Daemons

For a range of monsters such as Chaos Creatures, the groups listed earlier (under *Blade Venoms*) should be used as definitions.

Amulets of Warding are quite specific: they protect against one, and only one, type of monster and offer no protections against any other types!

Amulet of Health: This amulet protects its wearer from all kinds of disease and poison. He will never suffer from a disease caused by a monster such as a Mummy, he will not be affected by any *Blade Venom*, and is also unaffected by *Poison Darts*, *Gas traps* or *Deadly Poison* mould, mushrooms and pools.

A model may only wear one Amulet at a time. It is not allowed for a model to wear both an Amulet and a Magic Talisman at the same time.

MAGIC BAGS

Magic bags are sleek leather pouches with silken drawstrings. Roll a D12 and check the table below to see what type of bag has been found. Bags will always be empty when they are found.

MAGIC BAGS TABLE	
D12	Type of Bag
1-3	Bag of Lightness
4-6	Bag of Treasure
7-9	Bag of Wizardry
10-12	Rat Bag

Bag of Lightness: This bag can hold up to 250 Gold Crowns quite weightlessly. This allows a Hero to carry twice his normal allowance of Gold Crowns before he must forego any further gold.

Bag of Treasure: This bag can be dipped into once between *expeditions*, but will be empty at any other time. One Hero can empty the Bag of Treasure after an expedition, and it will disgorge 5D12 Gold Crowns (the player of the Hero with the bag can roll the D12). It is usual for Heroes to share the money between them.

Bag of Wizardry: This bag can produce Spell Components for any spell as requested by the Wizard. Roll a D12 when the Bag of Wizardry is found; this is the number of times the Bag can produce spell components before it loses its magic forever. The Bag can produce different components each time it is asked to do so.

Rat Bag: The bane of Skaven of all sorts. If a Hero with a Rat Bag flourishes it at a Skaven model within his death zone, the Skaven is forced to jump into the bag and is magically shrunk and unable to fight! Any Skaven except for *spellcasters* will be affected. Using the Rat Bag takes place during a Combat Turn and no other form of attack can be made in addition.

The Skaven within the bag cannot be harmed while he is within it, but he cannot harm those on the outside either. When the Hero carrying the Rat Bag reaches a square next to the stairs leading up and out of the dungeon, the Skaven will magically reappear from the bag within the Death Zone of the Hero with the bag (if possible, otherwise as close as he can get). This time the Skaven (back to full size outside the bag!) must be fought normally; he cannot be forced into the bag again.

Only one Skaven can be trapped within a Rat Bag at any one time.

MAGIC WANDS

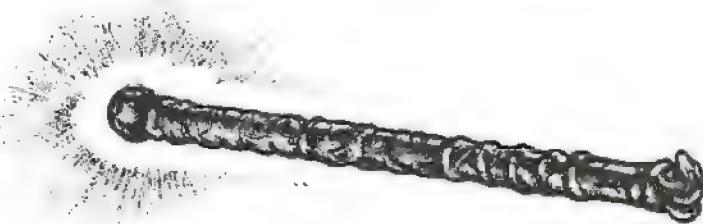
A magic wand may only be used by a Wizard. Each magic wand contains one spell, chosen at random from the table below. Wands are of two types, *Bright Wands* and *Light Wands*, and these differ slightly. Roll one D12, and add 1 to the number rolled if you rolled an odd number to find how many charges the wand has (so the wand has 2,4,6,8,10 or 12 charges). If a Bright Wizard uses a *Bright Wand*, each time he uses it to cast the spell he uses 1 charge; if he uses a *Light Wand*, each time he uses it to cast the spell he uses 2 charges. Similarly, when a Light Wizard uses a *Light Wand* he uses 1 charge per spell, but he uses 2 charges per spell when he uses a *Bright Wand*. Keep a

careful check of how many charges have been used from a Wand. When a wand has no charges left, it is no longer magical.

Roll 2D12 and consult the table below to find the category of wand (Bright or Light) and the spell contained within it.

MAGIC WANDS TABLE	
2D12	Magic Wand Type
2	Inferno of Doom
3	Courage
4	Still Air
5	Power of the Phoenix
6	Swift Wind
7	Flight
8	Flaming Hand of Destruction
9	The Bright Key
10	Flames of the Phoenix
11	Flames of Death
12	Dragon Armour
13	Power of Life
14	Strength of Life
15	Cloak of Protection
16	Blinding Light
17	Escape
18	Restore Life
19	Regeneration
20	Remove of Venom
21	Dagger of Banishment
22	Sleep of Ages
23	Light of Learning
24	Banish Fear

Note: Wands rolled up on a roll of 2-12 on the dice rolls are *Bright Wands*, whereas those rolled up on a roll of 13-24 on the dice rolls are *Light Wands*.



MAGIC RINGS

There are several different magic rings. Roll a D12 and check the table below to see which type is part of a magical treasure:

MAGIC RINGS TABLE

D12	Type of Magic Ring
1	Ring of Protection (Level 1)
2	Ring of Protection (Level 2)
3	Ring of Protection (Level 3)
4	Ring of Magic Protection (Level 1)
5	Ring of Magic Protection (Level 2)
6	Ring of Magic Protection (Level 3)
7	Ring of Fate
8-9	Ring of Speed (Level 1)
10-11	Ring of Speed (Level 2)
12	Ring of Greatness

Rings of Protection: These add to the wearer's Toughness (in addition to any benefits for armour, etc.). A level 1 ring adds 1 point, a level 2 ring adds 2 points, a level 3 ring adds 3 points.

Rings of Magic Protection: These protect the wearer from spells and magical traps such as a *Fireball*. A level 1 ring cancels the effects of such a spell if the wearer can roll an 11 or 12 on a D12 roll. A level 2 ring cancels the effects of such a spell if the wearer can roll 9 or higher. The level 3 rings work if the wearer can roll under his Intelligence score.

Ring of Fate: The highly-prized Ring of Fate contains 2 or 3 Fate Points, roll one D12. If the number rolled is even the Ring of Fate has 2 Fate Points, if the number rolled is odd the ring contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the ring once used, even between expeditions and adventures. Once the Fate Points in the Ring of Fate are used up, it has no magic left in it.

Ring of Speed: These rings add to the Speed of the model wearing them. A level 1 ring adds 1 point to the model's Speed score, a level 2 ring adds 2 points to the model's Speed score.

Ring of Greatness: The wearer of this ring is particularly strong when dealing with powerful enemies. He can ignore all special rules which apply to *Invulnerable Monsters* and affect them

normally, is immune to the fear caused by *Fearsome Monsters*, and gains an extra damage D12 against *Large Monsters*.

A model may only wear one magic Ring at a time.

MAGIC SHIELDS AND HELMS

Roll a D12 and check the table below to see what has been discovered. Some shields and helms simply add extra Toughness to a model (and may penalize Speed or Bow Skill). If this is the case then the changes to BS, T and Sp are shown in the table below. These need no further explanation. A few shields and helms have special, different magic and these are described individually below the table.

MAGIC SHIELDS AND HELMS

D12	Shield or Helm	BS	T	Sp
1-3	Simple Magic Shield	-1	+1	0
4	Magical Greatshield	-2	+2	-1
5	Simple Magic Helm	0	+1	0
6	Dwarven Magic Helm	-1	+2	0
7-8	Shield of Spell Reflection	see below		
9-11	Shield, Arrow Catcher	see below		
12	Magic Helm, Fearsome Rune	see below		

Shield of Spell Reflection: This shield acts as a kind of magical mirror. When a spell is cast at the model with the shield, roll a D12. If the number rolled is equal to or less than the model's Intelligence score, then not only does the spell not affect the model, but it is also reflected back at the spellcaster! However, this does not apply to spell effects from magic traps, nor to spells which have an area effect.

Shield, Arrow Catcher: This shield is enchanted to give its user complete protection against all non-magical missiles. All arrows or crossbow bolts fired at the shield user will be magically sucked into the shield, leaving the model unharmed. The shield only gives normal protection against magical arrows and bolts, however.

Magic Helm, Fearsome Rune: This great helm reduces BS by 1 point and adds 2 points to the model's Toughness, but it also has a ancient symbol etched into the front of it, over the model's forehead. This rune strikes fear into the hearts of all the user's enemies. The helm wearer is treated as being a *Fearsome Monster*. This magical fear

doesn't apply to the model's companions, henchmen, etc.

A model may only carry one Shield, and may only carry one Helm.

MAGIC WEAPONS

There are two types of Magic Weapons. One type simply gives the user additional damage dice, but others have special individual properties. Page 44 of the *Advanced Heroquest* rulebook shows the basic number of damage dice to be rolled when using each weapon type, and magic weapons which allow the user to roll extra damage dice are listed on the table below as +1 damage dice or +2 damage dice. It is never possible for a weapon to inflict more than 12 damage dice, irrespective of its magical bonus, user's strength, etc. Magic weapons which have additional damage dice are simply listed as such on the table below and need no extra description. Other magic weapons are described below. Roll 2D12 when a magic weapon is found and check the table below to find out what has been discovered.

MAGIC WEAPONS TABLE			
2D12	Magic Weapon	2D12	Magic Weapon
2	Dagger, +1 damage dice	13	Halberd, +1 damage dice
3-4	Dagger, +2 damage dice	14	Halberd, +2 damage dice
5	Dagger of Throwing	15	Halberd of Cleaving
6	Spear, +1 damage dice	16	Halberd of Skill
7	Spear of returning	17	Two-handed Sword of Cleaving
8	Axe of Cleaving	18-19	Two-handed Sword of Skill
9	Axe, +1 damage dice	20	Two-handed Sword, +1 damage
10	Warhammer, +1 damage	21-22	Two-handed Axe of Cleaving
11	Warhammer, +2 damage	23	Two-handed Axe of Skill
12	Flying Hammer	24	Two-handed Axe, +1 damage

Dagger of Throwing: This dagger is specially balanced to be easily hand-thrown and may be used as a *ranged weapon*. It has a range of 6 squares and 4 damage dice. In hand-to-hand combat, it does the same damage as a non-magical dagger.

Spear of Returning: This spear can be thrown at a target as a *ranged weapon*, with a range of 8 squares and 4 damage dice. It also returns to the hands of the thrower immediately after striking its target, so it is available for use in the next combat turn. In hand-to-hand combat it inflicts the same number of damage dice as a nonmagical spear.

Axe of Cleaving: This axe has a series of fine runes engraved along its blade which keep it magically sharp. This enchanted sharpness enables it to cause a critical hit on a roll of 10-12.

Flying Hammer: This hammer can be thrown as a *ranged weapon*, with a range of 10 squares and 6 damage dice. It flies and returns to its owner's hand in but a split-second, ready for use in the next combat turn.

Halberd of Cleaving: In a similar fashion to the Axe of Cleaving, this halberd has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Halberd of Skill: While it does not inflict any additional damage, this weapon is highly prized since its user will *never* fumble with it! Any normal fumble is treated simply as a miss.

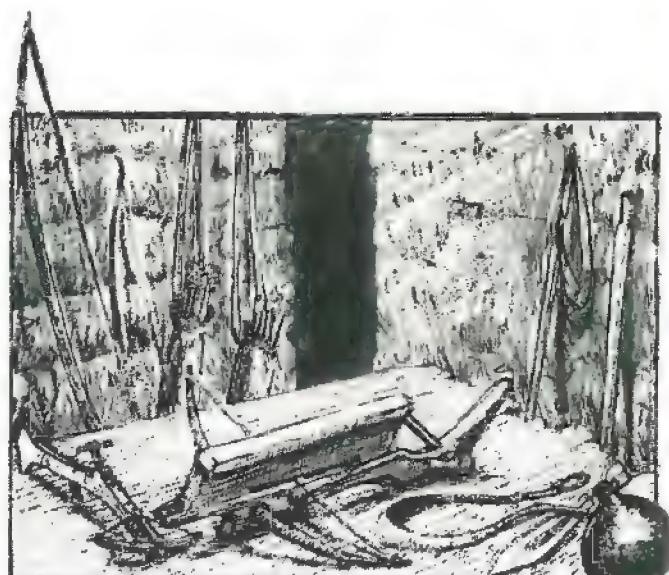
Double-Handed Sword of Cleaving: This double-handed sword has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Sword of Skill: While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it- any normal fumble is simply a miss.

Double-Handed Axe of Cleaving: This double-handed axe has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Axe of Skill: While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it- any normal fumble is simply a miss.

A model may not carry more than three weapons. This does not include Bows and Arrows (or bolts) which are treated separately.



MAGIC JEWELS

Magic Jewels are worth 150 Gold Crowns if they are sold before their magic is used, and 50 Gold Crowns if sold after the magic within them is used up. In the case of Magic Jewels which have a limited number of uses, even using the Jewel once will reduce its value to 50 gold crowns. If a Magic Jewel is found, roll a D12 and check the table below to see what has been discovered.

MAGIC JEWEL TABLE	
D12	Type of Magic Jewel
1-2	Cleargem
3-4	Fate Jewel
5-6	Fire Ruby
7-8	Jewel of Shattering
9-10	Soul Jewel
11-12	Spell Jewel

Cleargem: This large gem is held before one eye when a Hero is searching for traps. It shows the detail of rooms, floors and chests, and if used during an exploration turn it adds 1 to D12 rolls for spotting traps (*Advanced Heroquest rulebook*, page 33).

Fate Jewel: This stores 2 or 3 Fate Points; roll one D12. If the number rolled is even the Fate Jewel has 2 Fate Points, if the number rolled is odd the Jewel contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the Jewel once used, even between expeditions and adventures. Once the Fate Points in the Fate Jewel are used up, it has no magic left in it.

Fire Ruby: This Jewel has 1D12 charges within it and its magic may only be used by a Wizard. Each time a charge is used, the Wizard rubs the gem and his hands become alive with magical fire. This does not harm the Wizard, but the effects on his enemies in hand-to-hand combat are exactly the same as for the *Flaming Hand of Destruction* spell (see the Bright Wizard's spellbook).

Jewel of Shattering: This dark red Jewel is a deadly weapon. It can be thrown up to 8 squares distance, automatically landing on the intended square (if this is within line of sight). Any model standing on that square, or any square adjacent to it, are engulfed in a tornado of raging flame as the jewel explodes into fire and flings shards of crystal into the air. Roll 8 damage dice to determine the effects for each model in the area of effect.

Soul Jewel: This jewel can save the life of a Hero or Henchman. If such a character is slain, the Soul Jewel will hold his soul. If the Jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell (see the Bright Wizard's spellbook). The Soul Jewel may only be used once, and it automatically saves the life of any companion of the Hero or Henchman who is in possession of the Jewel.

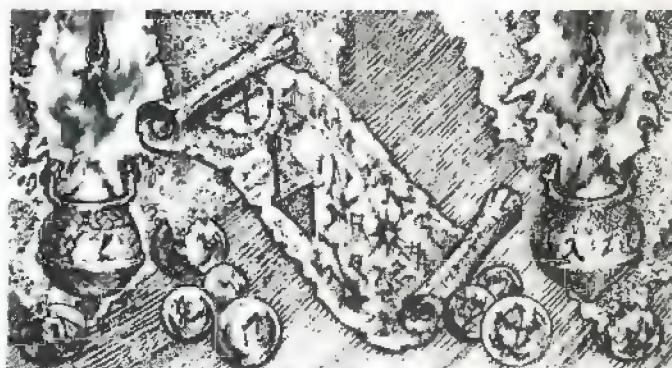
Spell Jewel: This behaves exactly as a Magic Wand, containing one spell which may be used 1D12 times before the Spell Jewel loses its magic. Determine which spell the Jewel stores as for a Magic Wand.

MAGIC SCROLLS

Scrolls can only be used by a Wizard. A scroll will hold spells each of which can be cast once, after which the writing on the scroll will fade (if there is more than one spell on the scroll, the other spells aren't affected, of course). Roll a D12 to see what the contents of the scroll are.

MAGIC SCROLLS TABLE	
D12	Type of Scroll
1-2	1 Spell, Bright Wizard's Spellbook
3-4	2 Spells, Bright Wizard's Spellbook
5	3 Spells, Bright Wizard's Spellbook
6	4 Spells, Bright Wizard's Spellbook
7-8	1 Spell, Light Wizard's Spellbook
9-10	2 Spells, Light Wizard's Spellbook
11	3 Spells, Light Wizard's Spellbook
12	4 Spells, Light Wizard's Spellbook

Roll a D12 to determine which spell is found (a separate roll for each spell; duplications are possible). Read down the Spell Book for the Wizard; 1-6 down the left column, 7-12 down the right column.



MAGIC POTIONS

Roll a D12 and determine the nature of any magic Potion found from the following table.

MAGIC POTIONS TABLE	
D12	Type of Magic Potion
1-4	Healing
5-7	Strength
8	Prowess
9	Invulnerability
10	Regeneration
11	Cursed Potion
12	Sublime Potion of the Supreme Alchemist

Potion of Healing: This may be drunk by a model at the start of any turn. It may also be given to an unconscious Hero or henchman by another so long as neither is in an enemy death zone and the character giving the potion is in an adjacent square to the unconscious model. Healing potions restore a character's Wounds to their starting level from the beginning of the next turn. Potions of Healing will not restore Heroes who have died. Note that some Hazards require a Hero to drink a Potion of Healing or die!

Potion of Strength: This may be drunk by a model at the start of any turn. Strength is then increased by 2 points, and the number of damage dice rolled for hand-to-hand weapon or fist combat is increased by +2. The effects of the Potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Prowess: This may be drunk at the start of any turn. Weapon Skill, Bow Skill, and Speed are all increased by 1 point each. The effects of the Potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Invulnerability: This may be drunk at the start of any turn, and makes the drinker invulnerable just like an *Invulnerable Monster* (see Alternative Monsters in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat.

Potion of Regeneration: This may be drunk at the start of any turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see Alternative Monsters in the *Advanced Heroquest* rulebook, page 40). The effects last until the end of the next combat.

Cursed Potion: This evil Potion has its effects as soon as it is drunk (at the start of any turn). It permanently subtracts 1 from one of the drinker's characteristics. Roll a D12 and check from the table below which ability score is reduced as a result of drinking this Potion. The GM should tell the players that the Potion is a Potion of Healing until their character drinks it!

CURSED POTION TYPES			
D12	Ability Reduced	D12	Ability Reduced
1-2	Weapon Skill	7-8	Speed
3-4	Bow Skill	9-10	Bravery
5	Strength	11	Intelligence
6	Toughness	12	Wounds

Sublime Potion of the Supreme Alchemist: This wondrous and rare Potion can be drunk at the start of any turn. It heals all lost Wound points and cures any and all diseases the drinker has. Further, the drinker has one of his characteristics (not Fate Points) increased by 1 point permanently - the player can choose which of his Hero's characteristics is increased if he drinks this Potion.

MAGIC ARROWS OR BOLTS

There are several types of magical arrows and crossbow bolts (bolts can only be fired from crossbows, arrows can be used with any bow). Roll 2D12 and check the table below to see which type of arrows or bolts have been found, and how many.

TYPES OF MAGIC ARROWS AND BOLTS					
2D12	Arrow/Bolt Type	No	2D12	Arrow/Bolt Type	No
1	Bolts of Death	3	12-14	Arrows of Flame	4
2-4	Arrows of Death	6	15	Bolts of Flame	2
5	Bolts of Sure Striking	1	16-19	Arrows of Morr	4
6-7	Arrows of Sure Striking	2	20	Bolts of Morr	2
8	Bolts of the Assassin	2	21-22	Arrows of True Flight	2
9-11	Arrows of the Assassin	4	23-24	Bolts of True Flight	1

Arrows/Bolts of Death: These add +1 to the damage dice rolled for a successful hit.

Arrows/Bolts of Sure Striking: The bow user can add +2 to his Bow Skill when using these arrows.

Arrows/Bolts of the Assassin: An attack by one of these causes a critical hit on any dice roll of 10 or more.

Arrows/Bolts of Flame: These burst into flames when they hit a target. Add +2 to the number of damage dice rolled. If a Mummy is hit by one of these missiles it is destroyed instantly. A Troll hit by one of these missiles cannot regenerate any Wound loss it suffers from the hit.

Arrows/Bolts of Morr: These missiles have been consecrated to Morr, Lord of the Dead, and are especially enchanted to destroy the abomination of Undead creatures. Any Undead creature struck by one of these missiles is destroyed instantly. Undead creatures as a group were listed earlier (see *Blade Venoms*).

Arrows/Bolts of True Flight: These missiles never miss their target (providing it is within range!). No hit roll is required.

Magic arrows and crossbow bolts obey all the normal rules for ranged attacks.

MAGIC BOWS

There are many types of magical bow. Roll one D12 and check the table below.

MAGIC BOWS			
D12	Bow Type	Range	Damage
1-4	Short Bow	28	4
5-7	Bow	40	4
8-9	Long Bow	48	5
10-11	Crossbow	48	5
12	Elven Power Bow	48	6

Some bows have additional magical properties, so roll a second D12 and consult the following table

MAGIC BOWS - SPECIAL ABILITIES	
D12	Special Ability
1-7	No Special Ability
8	Deadly Aim
9	Mighty Striking
10	Repeating
11	Swiftness
12	Deadly Power

Deadly Aim: A model using this bow adds +1 to its hit roll.

Mighty Striking: All arrows fired from this bow strike with 1 extra damage dice. This is in addition to any special effects the arrows may have if they are themselves magical (so, an Arrow of Death fired from a Bow of Mighty Striking would inflict 2 additional damage dice).



Repeating: A model using this bow may fire two arrows per combat turn from this bow, instead of just one.

Swiftness: A model with this bow can move and fire it as well, ignoring the normal rule.

Deadly Power: All arrows fired from this bow gain 1 extra damage dice, just like a Bow of Mighty Striking. In addition to this, the bow may fire one shot per adventure where 10 damage dice are rolled. This shot may use any kind of arrow, and if the shot is fired by a Hero or Henchman the player must declare that he is using this special ability before rolling the hit dice. If the shot misses, then the special ability is wasted.



MAGIC SWORDS

Magic swords are among the most highly prized of magic weapons. If a Magic Sword is among some treasure found, immediately roll 2D12. If you roll a total of 13 or under, check on the first table directly opposite on this page. In this case the Magic Sword simply give additions to Weapon Skill and/or damage dice as shown in the table. If you roll 14 or higher, read from the second table, because these Magic Swords have individual, special magical abilities which make them unique and powerful. These swords are detailed in the listing below:

Sword of Smiting: This sword gives bonuses of +1 to WS and damage dice, and it causes a critical hit on a roll of 11-12 (instead of the usual 12 only).

Sword of Skill: This sword gives bonuses of +1 to WS and damage dice, and it never gives a fumble result. A hit roll of 1 is considered just a simple miss.

Sword of Courage: This sword gives a bonus of +2 to WS, and also increases the user's Bravery score by 2 points. It cannot increase any Bravery score above 12.



MAGIC SWORDS			
2D12	Sword Type	+ to WS	+ to Damage Dice
2	Rune Sword	+2	+2
3-4	Limb Lopper	+2	+2
5-6	Rib Cleaver	+1	+2
7-9	Skull Splitter	+1	+1
10	Gut Ripper	+2	+1
11-12	Death Bringer	0	+1
13	Soul Reaver	+1	0

MAGIC SWORDS - SPECIAL TYPES

2D12	Sword Type
14-15	Sword of Smiting
16	Sword of Skill
17-18	Sword of Courage
19	Sword of Defense
20	Sword of the Flaming Heart
21	Sword of Glory
22-23	Banesword (Rune Sword)
24	Sword of Stealing (Rune Sword)

Sword of Defence: This excellent weapon doesn't grant any increase to WS or damage dice, but it can automatically deflect and parry any one attack made against the wielder of the sword in each combat phase. The Hero player must decide which attack he will have the sword parry *before* the dice is rolled to hit. That attack is then treated as a miss- there's no need even to roll for a hit. If more than one attack is being made on the Hero, the player is not allowed to decide which attack to parry after he's seen the dice rolls for hitting made!

Sword of the Flaming Heart: This wondrous sword has a keen blue steel blade with a sinuous vein of an unknown red metal along the edges. When drawn from its scabbard the sword edges spark with a brilliant red flame. This adds 1 extra damage dice, and also +1 to all Wound rolls. Any Mummy successfully hit by a Sword of the Flaming Heart is destroyed instantly. Any Troll struck by it cannot regenerate the Wounds it causes.

Sword of Glory: This sword glows with a fearsome light during combat, and marks its wielder as a true Hero. The sword wielder has the

same effect on enemy models as a *Fearsome* monster has on Heroes. The sword also gives a bonus of +1 to WS.

Banesword (special Runesword): The Banesword has a special, old magic Death Rune inscribed upon it, and has great power against one particular type of creature. Baneswords are particularly prized because they can be used by Wizards as well as other Heroes. Roll a D12 and check the table below to see what type of creature the Banesword is most effective against.

BANESWORDS	
D12	Special Effects Against Monsters
1	Chaos Warriors
2-3	Chaos Creatures
4-5	Orcs and Goblins
6-7	Ogres and Trolls
8-9	Skaven
10	Undead Creatures
11	Fimrir
12	Daemons

For groups of creatures such as Chaos Creatures, see the section on *Blade Venoms* for details of what a group includes.

Against the specified creature type, a Banesword adds +2 to WS, damage dice, and all Wound rolls. Against any other type of creature, a Banesword simply adds +1 to WS only.

Sword of Stealing: This fine weapon gives no bonuses to WS or damage dice, but for every Wound it causes to an opponent on a critical hit, it gives one Wound to its user. However this does not allow the Wounds total of the sword user ever to exceed its start level.

No model may carry more than two Swords (including nonmagical and two-handed swords). A wizard may not use a Sword unless it is a Rune Sword. Use the Hand-to-Hand Weapon Table in the *Advanced Heroquest* rulebook (page 44) to adjust the Hand-to-Hand Combat figures on your character sheet for the effects of using a Magic Sword.



MAGIC ARMOURS

Magic armour may be used by any Hero except a Wizard. Roll two dice. If you roll a total of 14 or below, check the first table below; these armours alter a model's Speed, Bow Skill, and Toughness. If you roll 15 or higher, the armour is a specially enchanted type, so check the second table below.

MAGIC ARMOUR				
2D12	Armour Type	Bow Skill	Toughness	Speed
2-3	Elven	0	+4	0
4	Dwarven	-2	+5	+2
5	Enchanted Mithril	0	+5	0
6	Mithril	0	+3	0
7	Plate	-2	+4	-2
8	Heavy Chain	-1	+3	-2
9-10	Medium Chain	-1	+2	-2
11	Light Chain	0	+1	0
12	Medium Leather	-1	+1	0
13-14	Heavy Leather	-1	+2	-1

MAGIC ARMOUR - SPECIAL TYPES

2D12	Armour	BS	T	Sp	Special Property
15-17	Chain	-1	+2	-2	Protection from Missiles
18-19	Chain	-1	+2	0	Speed
20-21	Chain	-1	+2	-2	Protection from Fire
22-23	Leather	0	+1	0	Enchantment
24	Plate	-2	+4	-2	Golden Light

Chain Mail, Protection from Missiles: The wearer is protected against all ranged attacks with nonmagical missile weapons (arrows, bolts, spears, throwing daggers, axes, etc.). Against these weapons, the wearer of the armour is treated as an *Invulnerable monster*. Against all other weapons (including magical missile weapons) the armour protects normally (with the bonus to Toughness shown in the table above).

Chain Mail of Speed: This very light armour is wonderfully light while still giving protection as good as most. It thus gives benefits to Toughness without slowing down its wearer. The effects on speed, and the full profile for the armour, is shown in the *Magic Armour Table* above.

Chain Mail, Protection from Fire: This red-tinged armour gives good protection against all fire attacks (a Fireball spell trap, an Arrow or Bolt of Flame, etc.). The wearer can subtract -2 from all Wound rolls made if he is affected by such fiery attacks.

Leather Armour of Enchantment: This armour is very light and supple, and special enchantments placed upon it allow Wizards to wear it without affecting their spellcasting abilities. This is the one form of armour which Wizards are allowed to wear!

Plate Mail of Golden Light: This wondrous plate armour is able to emit a brilliant golden light once per expedition (as chosen by the player of the Hero). When this happens, the Hero feels suddenly refreshed, strong, bursting with energy! All lost Wounds are at once restored, and the wearer is granted a bonus of +1 to WS for the next combat only.

Obviously, no model can wear more than one suit of armour, and it is not allowed for a model to wear one suit and carry another one around!

MAGIC ROBES AND CLOAKS

Magic robes and cloaks can't be worn with any type of metal armour. They can only be used by Wizards and characters wearing no armour or leather armour only. Roll a D12 and check the table below to see what type of robe or cloak has been found.

MAGIC ROBES AND CLOAKS	
D12	Type of Robe or Cloak
1-2	Robe of Toughness (Level 1)
3-4	Robe of Toughness (Level 2)
5	Robe of Toughness (Level 3)
6-8	Cloak of Pockets
9-10	Cloak of Invulnerability
11-12	Robe of Speed
11-12	Robe of the Sagacious Sorcerer



Robe of Toughness: Robes of Toughness are usually brown or grey, plain, simple robes. These add to the Toughness of the wearer. A Level 1 robe adds 1 point of Toughness, a Level 2 robe adds 2



points of Toughness, and a Level 3 robe adds 3 points of Toughness.

Cloak of Pockets: This finely made cloak is usually white or jet black. It has several magical pockets sewn into it, which have the following uses:

– One pocket can store up to 250 gold crowns quite weightlessly. This allows the wearer to carry up to double his usual allowance of gold crowns before he can carry no more.

– A second pocket is able to produce the spell ingredient for any one spell which the Wizard knows *once* during each adventure. The Wizard doesn't have to decide which ingredient this is until he needs it. Obviously if the wearer of the Cloak isn't a wizard this isn't terribly helpful...

– A third pocket can produce a single dose of any one selected *Blade Venom* once (and *only* once) during an adventure. The wearer of the Cloak must decide what this is before setting out on the adventure, however.

Cloak of Invulnerability: This most precious Cloak is always a simple slate grey, made of very

fine silk of extraordinary toughness. The wearer of this Cloak is treated as an *Invulnerable Monster*.

Robe of Speed: The wearer of this robe adds +2 to his Speed score.

Robe of the Sagacious Sorceror: This majestic and unmistakeable Robe can only be worn by a Wizard. It is of finest Cathay and Araby silks and satins, with gold threading, scented with cinnamon and frankincense, a whirl of majestic colour and brilliance. The Wizard wearing this Robe gains 1 point of Intelligence, 1 point of Bravery, and 1 point of Speed, and also 1 Fate Point! The Fate Point is not regenerated inbetween adventures, of course. There is only one drawback: other Wizards become somewhat jealous of the Robe wearer and charge an extra 50 gold crowns for each spell they are prepared to teach between adventures (so add 50 gold crowns to the spell costs in the Costs Table on page 37 of the *Advanced Heroquest* rulebook, and in the Magic section of this book).

A character may only wear one Cloak or Robe.

MAGIC TALISMANS

Similar to amulets, talismans are small charms worn around the neck on a thong of leather or a slim silver chain. There are three types of talisman, so roll a D12 to find which type has been found.

MAGIC TALISMANS	
D12	Type of Talisman
1-4	Talisman of Toughness
5-8	Talisman of Wizardry
9-12	Talisman of Fortune

Talisman of Toughness: Wearing this adds 1 point to the wearer's Toughness score.

Talisman of Wizardry: This can only be worn by a Wizard. It has 1D12 charges. Each charge, when used, allows the Wizard to cast one spell he knows without ingredients. When the Talisman has no charges left, it crumbles into dust and is then useless.

Talisman of Fortune: This lucky find grants the wearer 1 Fate Point when it is *first* found (it can't be passed round for everyone to gain a Fate Point!). The wearer is subsequently able to spot traps more easily, and can add +1 to all D12 rolls made for spotting traps (see the *Advanced Heroquest* rulebook, page 33).

No more than one Talisman can be worn at a time. It is not possible for a model to wear a Talisman and a magic Amulet at the same time.



LIGHT WIZARD'S SPELL BOOK

The Advanced Heroquest rulebook provides you with the spells for the College of Bright Wizards. Here we present the spells for the College of Light Wizards. Use this spellbook when you roll up magic items on the Magic Wands and Magic Scrolls tables in this article. You may also want to have one of your Heroes play a Light Wizard. In this case, the costs for learning spells from the Light Wizard's spell book are shown in the table below. The cost for any spell component is the usual 25 Gold Crowns. The ticked boxes indicate the only spells that a Light Wizard knows at the beginning of the game.

SPELL COSTS TABLE	
Spell	Cost
Escape	100 GCs
Restore Life	200 GCs
Regeneration	150 GCs
Remove Venom	100 GCs
Dagger of Banishment	250 GCs
Light of Learning	200 GCs
Sleep of Ages	175 GCs
Banish Fear	100 GCs

POWER OF LIFE

Component: Silver Hand

The Wizard lays the silver hand upon the bare wounds of a fallen comrade, and uses it as a channel to pour out a little of his own life energy. The hand gently glows as the wizard casts the Power of Life spell. By means of it, the Wizard may heal any Wounds lost by any one model, himself included. The Wizard can only cast this spell on a model within his own death zone, and he cannot cast it if there is an enemy model within the death zone as well as a wounded comrade he is healing. This spell cannot restore to life a model which has been slain.

STRENGTH OF LIFE

Component: Powdered bones of a Large Monster

Sprinkling the bone dust on himself or any one other model within his death zone, the Wizard draws on the basic energies of life to infuse strength and vitality into the body. The affected character adds +1 to Strength and gains 1 point of Weapon Skill until the next exploration turn.

ESCAPE

Component: A Lizard's Tail

The Wizard drops the lizard's tail behind him when the Heroes wish to escape from an encounter. A sheet of blinding white light springs up at the point where the tail hits the ground—solid life-essence, which no creature can pass through. The Heroes cannot be pursued, and automatically escape the encounter (if they return, apply the standard rules. See page 18 of the Advanced Heroquest rulebook).

RESTORE LIFE

Component: Fossil Leaf

This spell may only be cast when a combat has finished, before the Wizard does anything else. He crumbles the fossil leaf over the heart and eyes of a comrade who has died in the fight just ended (or been killed by a deadly trap, etc.). As he murmurs the incantation, the dust glows green, and miraculously turns into fragments of fresh green leaf! If the Wizard passes an Intelligence test, the glow of life-essence sinks slowly into the body of the fallen Hero: wounds close, breathing starts again, and after a few moments the eyelids flicker and open. The recently-dead Hero is restored to life at full strength.

CLOAK OF PROTECTION

Component: Cloth of Gold

Placing the cloth of gold on his head, the Wizard pronounces the mystic incantation, and the cloth expands to make a shimmering cloak of golden light which covers him from head to toe. This cloak adds +2 to his Toughness against attacks from Undead creatures and Daemons, and +1 to his Toughness against all other attacks. The magical cloak lasts until the next exploration turn. The Wizard can only affect himself with this spell.

BLINDING LIGHT

Component: A Glass Prism and Grave Dust

The Wizard flings the dust into the air, and it is consumed in a blinding flash by pure life energy which is then focused within the glass prism. Rays shoot out from the prism into the eyes of the Wizard's enemies. All enemy models within the same room or passage as the Wizard suffer a -1 penalty to hit rolls for the rest of the combat (until the next exploration turn).

REGENERATION

Component: Troll Bone Marrow

The Wizard chants some words of power for a few moments over the bone marrow, before handing it to the Hero who is to receive the benefit of the spell. The Hero then completes the spell by eating the bone marrow (or this may be the Wizard himself). Until the end of the next combat, the Hero will recover one lost Wound at the beginning of each GM phase of every combat turn.

REMOVE VENOM

Component: Snake Tooth

The Wizard holds the Snake Tooth between thumb and forefinger and chants for a few moments. Any poison in the room or passage the Wizard is in is sucked into his body through the tooth, and destroyed by the powerful life-energies that empower the Light Wizard's magic. All poison in the room/passage is instantly destroyed, be it part of a trap or hazard, or even Rat Poison or Blade Venom carried by a comrade! If any trap or hazard is discovered in the room and the dice indicate that it features poison, it is rendered completely harmless, and any poisoned weapons function only as normal ones.

DAGGER OF BANISHMENT

Component: Miniature silver dagger

Chanting words of power, the Wizard hurls the tiny dagger at an unliving foe—a single Undead model or daemon within a maximum range of 8 squares. As with all ranged combat, the Wizard must have a clear line of sight to the target. The dagger spins and swirls in the air and expands into a glowing dagger of pure life force! If the dagger hits, the creature is destroyed; there is no need to roll damage dice.

When using this spell against a Daemon, however, the Wizard must pass an Intelligence test in order to destroy the creature. If the test is failed, the dagger hits with a number of damage dice equal to the creature's Toughness score. Greater Daemons are not subject to the instant death effect, but suffer damage dice equal to their Toughness score.

SLEEP OF AGES

Component: A piece of Duck Down

By whispering the incantation of this spell, and waving his hands in a gentle arc, the Wizard lets the feather float to the ground. As he does so, he points to any single model within his line of sight. That model falls to the ground in a deep sleep, and remains asleep permanently until woken.

A sleeping creature can be woken by any comrade which is on an adjacent square, but the waker must spend one full combat turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +4 bonus to all hit rolls, and the striker adds 2 damage dice and +2 to the roll of each damage die! The blow(s) then wake the sleeper, if the creature is still alive.

LIGHT OF LEARNING

Component: A lit Lamp

This spell is called upon by a Light Wizard when he wishes to magically see through a closed door. He chants the words of the spell and his eyes are surrounded by a gentle pale light. As the light of the lamp falls upon the door (the wizard is able to see the location beyond the passage or room beyond the door).

This spell forces the GM immediately to roll up the room type and contents (or passage) if the adventure being played is a randomly generated one. In any event, the Wizard must be given clear details of what can be seen in the room or passage—any monsters, chests, magic circles, and the like. The spell does not allow the Wizard to see anything which wouldn't be discovered by natural powers of sight, such as a concealed pit trap, etc.

BANISH FEAR

Component: The Heart of a Lion

The Wizard holds up the Lion's heart, and as he pronounces the incantation the heart begins to beat again, becoming suffused with pure white light! Every friendly model in the Wizard's death zone when the spell is cast becomes completely immune to fear until the start of the next exploration turn.

Fearsome monsters do not affect those protected by this spell, and nor do spells which cause fear, like the Bright Wizards' Flight spell.

ADVANCED HEROQUEST

THE EYES OF CHAOS

By Carl Sargent

The Eyes of Chaos is an adventure which takes place in ancient tomb complex deep in the Vault Mountains. The four Heroes are sent to clear out a band of Ogres who were responsible for the massacre of a group of soldiers holding a remembrance service at the tombs. The one survivor of the slaughter reports that the Ogres seem unusually cunning and well organised. What horrid secrets are the Heroes going to discover in the catacombs under the tomb complex?

Hundreds of years ago, a desperate Chaos Warband was finally cornered and destroyed in the foothills of the Vault Mountains. The battle was fierce and bloody, and the forces of Chaos fought to the death. Hundreds of brave Bretonnian warriors were killed, and rather than taking their ripped and torn bodies back to their families, the dead soldiers were consecrated and buried in a great cave complex carved into the side of a mountain. The caves were ancient, possibly thousands of years old, and appeared to be empty. The surviving Bretonnian soldiers erected a cairn at the mouth of the caves, and carved a new name above their entrance – the Tombs of the Phalanx.

Accounts of the soldiers' brave struggle passed into legend and grew with the telling, but the location of the Tombs has not been forgotten or lost. Once a year, a group of veteran Bretonnian soldiers make a pilgrimage to the Tombs to hold a memorial service for the dead, so their sacrifice may not be forgotten.



This year, only one veteran returned from the service, rambling deliriously about Ogres of great cunning. Thinking that a group of Ogres has moved into the Tombs, the local Lord sends for the Heroes to deal with them. Unfortunately for the Heroes, the situation is not as simple as it seems!

This quest is designed for the four Heroes, and the Mercenary Captain Pierre Chancier. The Heroes can also bring along as

many extra henchmen as they can afford. The lower dungeon levels are quite tough, and this Quest is best suited to Heroes who have already completed a Quest (such as the *Quest For The Shattered Amulet* in the Advanced Heroquest boxed game) and who have increased their Fate Points characteristic by at least one point.

GM SUMMARY

The Ogres who killed the old soldiers were more than just a random band of monsters. The Chaos Sorcerer Johannes Wiesehofer has discovered a potent source of raw Chaos energy deep in the catacombs, and is still working on controlling it. The last thing he wants is to be disturbed, and he has instructed the Ogres to keep the cave complex free from 'visitors'.

Johannes murdered his Sorcerer master and stole his secrets. He was prompted to do this when his master took delivery of an ancient magical cloak of unknown powers, redolent with the taint of Chaos. Impatient at the slowness of his master's teaching, and eager for more power, Johannes desired possession of the cloak. Before the old man could properly study it, Johannes stabbed him in the back, and wrenched the cloak from his palsied hands. Before fleeing, Johannes gathered together the best of his master's magic books and treasures, the cloak, and as much gold as he could find. He rode away from civilisation, heading south-east towards the mountains. At night he would camp and study his master's magic books, and eventually learned that a Chaos Flux existed in an ancient cave complex in the Vault Mountains.

The mysterious magic cloak turned out to be an Ogre Cloak, a marvel of chaotic magic. It could give the wearer the strength

of an Ogre, and allowed him to control the minds of several Ogre servants. Johannes' directions of his Ogre servants were responsible for the ambush and tactical cunning the Ogres displayed when wiping out Pierre's band.

Johannes is currently investigating a source of raw Chaos energy in the cave complex below the Tombs of the Phalanx. Protected by Ogres and a rabble of other creatures which have been bullied into guard duty, Johannes has begun to tap the power of the Chaos Flux in several ways. The most important of these is the Eyes of Chaos which infest the catacombs, exerting their baneful effects over wide areas. These are a special hazard the Heroes will have to face, and are fully described below.

In summary, the Heroes have a perilous task ahead of them. They think they will have to face some Ogres, and perhaps an Ogre Chieftain, but they actually face a Chaos Sorcerer with a body as strong as an Ogre's, a plethora of strange effects of Chaos, and more. This is a tough Quest indeed.

The Bretonnian poured out his sorry tale to his attentive listeners. Marching to an old battlesite burial ground to conduct a remembrance service for the dead, he and the other soldiers had been ambushed by Ogres. The brutes showed amazing cunning, throwing a feint attack on one side of the beleaguered group of Bretonnians while a stronger group rushed from rock cover to assault the soldiers from behind. Pierre was knocked unconscious by a rock, and only survived because the Ogres thought he was dead. When he regained consciousness, he discovered all his comrades had all been killed.

"Their strength we know about," Pierre hung his head in his hands. "But such cunning - mon Dieu! Ogres do not hide behind rocks, mon amis - they eat them. I am the only survivor, and I feel ashamed to be alive when all my comrades are dead, but how can one man stand alone against a dozen Ogres?"

Sven Hammerhelm nodded at the Bretonnian's words. Strictly speaking, Trolls featured more heavily in the rock-eating stakes than Ogres, but such cunning and trickery were unheard of among the loutish Ogre race. Magnus the wizard voiced the thought which was in all their minds.

"This isn't the work of ordinary Ogres, they would never be able to act in such a coordinated way. Something - or someone - must be controlling. Their master would have to be very strong, and possibly be using magic to enforce his commands. I seem to remember some tale about the Tombs of the Phalanx, now that Pierre has mentioned them."

Magus thought for a while, trying to remember. "According to the legends, there was a source of Chaos magic deep in the Tombs. It was latent magic, which is why the Tombs themselves were not affected and the soldiers have been able to hold their service of remembrance there safely each year. But if this magic exists, it is possible that someone has brought it alive. I think we should find out what's going on and put a stop to it quickly, before the evil can spread."

His friends and fellow Heroes nodded in agreement. Tomorrow, at first light, they would set out to the Tombs. This was truly a challenge worthy of their talents!

WEAPON SKILL	START	CURRENT	SPEED		
8			8		
BOW SKILL	7	5	6		
STRENGTH	6		8		
TOUGHNESS	7	10	7		
NAME: PIERRE CHANCIER			INTELLIGENCE		
RACE: HUMAN CAPTAIN			1		
			WOUNDS		
			4		
HAND-TO-HAND COMBAT	TARGET WIN SKILL	1 2 3 4 5 6 7 8 9 10 11 12			
	HIT ROLL	2 2 2 3 4 5 6 7 8 9 10 10			
RANGED COMBAT	RANGE	1-3 4-12 13-24 25-36 37+			
	HIT ROLL	7 8 9 10 11*			
WEAPONS		RANGE	DAM/DICE	FUMBLE	Critical
SWORD	N/A		4	1	12
ARMOUR		BOW SKILL	TOUGHNESS	SPEED	
CHAIN MAIL		-1	+2	-2	
SHIELD		-1	+1	0	
TOTAL		-2	+3	-2	
EQUIPMENT	*Note: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE				

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PIERRE CHANCIER

The Bretonnian Captain Pierre Chancier joins the Heroes as a Henchman of the Warrior Hero. He doesn't accept any payment, but if the Heroes have spare funds and offer him some extra equipment, he will not refuse. Pierre joins the Heroes on the condition that they do all in their power to kill the Ogres who wiped out his friends and fellow men-at-arms. Pierre will not allow the Heroes to plunder any of the soldiers' tombs, but treasure carried by monsters is quite another matter.

If the adventure is successfully completed, Pierre will stay as a loyal Henchman to the Warrior Hero. He will ask for no payment, nor a share of treasure, but the Heroes will have to pay his costs between adventures, and are honour-bound to help him with purchases of equipment.

Details of the Captain can be found in the Advanced Heroquest supplement *Terror in the Dark*, and are reproduced below for those players and GMs who do not have a copy of this product. Because Pierre is avenging his fellows in the Tombs (uppermost dungeon level), he is allowed to gain 1 Fate Point when the Quest Location is found on that level. He does not gain any Fate Points thereafter (although he can buy them as listed in the Advanced Heroquest rulebook, page 37, in the unlikely event he has 1,000 gold crowns to spare).

THE OGRE CLOAK

This is a new magical item which is only usable by Creatures of Chaos with an Intelligence score of 8 or more. The Cloak gives its wearer the physical form of an Ogre whenever they choose. Check the Monster Reference Table of the Ogre

against the Monster Reference Table of the creature wearing the Cloak, and increase all physical characteristics of the cloak-wearer to those of an Ogre, if they were lower to begin with. When in Ogre form the cloak-wearer counts as a *Large Monster* and also a *Fearsome Monster*. The change from one form to another is instantaneous.

The wearer of the cloak can also command up to six Ogres to do his bidding at a range of up to six miles if the Ogres fail an Intelligence test (which they usually do), and control lasts for up to one week, after which time it must be re-established. The Ogres won't do anything obviously harmful to themselves, but then they're so thick they can usually be deceived on that score anyway.

The Ogre Cloak is not usable by Heroes as it is tainted by Chaos, and would turn anyone who put it on into a foul creature of Chaos.

THE OGRES OF THE CATACOMBS

You can use the standard Monster Reference Tables for Ogres and Ogre Chieftains in this adventure. Johannes has trained some of the Ogres to throw rocks as ranged weapons, which makes them more dangerous than usual. The Ogres can throw rocks to a maximum range of 8 squares, and each rock has 5 damage dice. Ogres can also use rocks to attack people in adjacent squares, in which case they just drop them on their opponents. Dropped rocks have 4 damage dice at a range of 1.

Because these Ogres have been trained in rock-throwing, they have BS 5 with rocks only (it's not a general change to their Monster Reference Table). Their Hit Rolls are: range 1-3, 7;



MARK GARDONI

range 4-8, 8. The Ogre Chieftains encountered do not throw rocks, it's beneath their dignity. When Ogres in a room are rock-throwers, the description of the room will tell you how many rocks they have available for throwing before they run out. Rock-throwing Ogres also have a Heavy Club which they will use when they have run out of rocks.

Lastly, some of the Ogres here have special psychological rules, and these are given in the room description. One of them hates Bretonnians, for example, and another one absolutely loathes Dwarfs. Monsters in a room with Ogres are not affected by the Ogres being *Fearsome Monsters*, since they are used to them.

The other monsters which may be encountered in the dungeon are a riff-raff attracted by Johannes' magic, servants of the Ogres, or (on the upper dungeon level) a fairly random collection of what one might expect to find in a Tomb complex. The few special cases (such as the Trolls on the middle dungeon level) are described more fully below. Note that Orcs should have a Toughness of 7, as in the *Terror In The Dark* supplementary rulebook, and not the old value of 8 given in the Advanced Heroquest Monster Reference Tables.

CHARACTER MONSTERS

The major Character Monsters in the catacombs are:

Johannes Wieschofer

Johannes is the driving force behind acquiring himself a powerful Ogre retinue, other monster hangers-on, and the use of special Chaos magic within the dungeon. He is encountered in Locations M and N (the final Quest Location), and he will certainly fight to the death there. He is an exceptionally powerful Chaos Sorcerer given his magical cloak, and he also has a wider range of spells than most Chaos Sorcerers and, naturally, other magical items he stole from his dead master.

Gregor Wieschofer

Gregor is Johannes' younger brother, also a Chaos Sorcerer. He has every intention of killing his older brother when the secrets of the Chaos Flux deep in the catacombs are uncovered (for Gregor knows he is not smart enough to learn them himself). Gregor has summoned a Daemonette to protect him, and these two are found in Location I.

"Greatgut", Ogre Chieftain

Addressed simply as "Lord Greatgut", this enormous Ogre Chieftain is magically controlled by the power of Johannes' cloak and commands his fractious rabble by the simple expedient of eating anyone who disagrees with him. Greatgut is a powerful Ogre leader, not least because of his magical club, which shines bright red and impresses the Ogres, who are easily cowed by a display of magic. Since the club was enchanted by Johannes and given to Greatgut, and Ogres are afraid of magic anyway, they are only too ready to submit to the leadership of their magnificent Chieftain and the Chaos Sorcerer. Greatgut lurks in Location K.

GENERATING THE CATACOMBS

Generate the upper level using the following system in place of that given in the Advanced Heroquest rulebook (pp. 12-15).

Tomb Rooms are empty save for a single tomb. If you have *Terror In The Dark* you can use the Coffin counter to show the tomb. If not, simply tell the players there is a tomb in the

room. Tombs should not be opened, as Pierre will forcefully point out, and contain no treasure. If a Hero opens a tomb, he must make a Toughness test. If he fails, grave dust clogs his nose and throat and weakens him (-1 to Strength and Toughness for the rest of the expedition). The first time a Hero opens a Tomb, Pierre will say that he will leave the Heroes if they do it again, and if they do, he carries out his threat. If any Hero kills Pierre, that Hero loses all his Fate Points immediately!

Also, the Quest Room on this upper dungeon level will not be either of the first two rooms entered. If you roll a 12 on the Room Type Table for either of the first two rooms entered, simply re-roll to get another result. For each subsequent room entered by the Heroes, add 1 to the dice roll on the Room Type Table. So, if the Heroes have already entered five rooms on the upper dungeon level, the next room will be the Quest Room if you roll 9 or higher on the dice. The Quest Room on this upper level is described below.

PASSAGE LENGTH TABLE

D12	Passage Length
1-3	1 Section
4-9	2 Sections
10-12	3 Sections

PASSAGE FEATURES TABLE

D12	Passage Features
1-2	Wandering Monsters
3-6	Nothing
7-10	1 Door
11-12	2 Doors

PASSAGE END TABLE

D12	Passage End
1-4	T-Junction
5-6	Dead End
7-9	Right Turn
10-12	Left Turn

ROOM TYPE TABLE

D12	Room Type	Room Size
1-2	Normal	Small
3-4	Tomb Room	Small
5-6	Hazard Room	Small
7-8	Lair	Large
9-11	Tomb Room	Large
12	Quest Room	Large

ROOM DOORS TABLE

D12	Number of Doors
1-5	None
6-10	1 Door
11-12	2 Doors

LAIRS MATRIX

D12	Occupants	Treasure
1	1 Chaos Warrior & 1 Orc	40 GCs
2	2 Orcs & 2 Goblins	30 GCs
3	2 Skaven Champions & 1 Warrior	40 GCs
4	4 Zombies	20 GCs
5	1 Skeleton & 3 Zombies	25 GCs
6	3 Skaven Gutter Runners	60 GCs
7	4 Orcs & 4 Goblin Archers	60 GCs
8	3 Orc Champions	70 GCs
9	2 Skeletons & 4 Zombies	40 GCs
10	Undead Champion & 2 Zombies	100 GCs
11	Mummy & 2 Zombies	100 GCs
12	Mummy, 2 Skeletons & 2 Zombies	150 GCs

WANDERING MONSTERS MATRIX

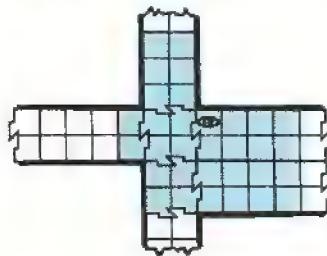
D12	Wandering Monster(s)	Treasure
1-2	2 Orcs	10 GCs
3-4	1 Skeleton	5 GCs
5-6	1 Skeleton & 1 Zombie	10 GCs
7-8	3 Zombies	15 GCs
9	2 Orcs & 4 Goblin Archers	40 GCs
10	1 Orc Champion, 1 Orc & 2 Goblins	40 GCs
11	1 Undead Champion	50 GCs
12	1 Undead Champion & 2 Zombies	60 GCs

THE LOWER DUNGEON LEVELS

There are two lower dungeon levels, both of which are completely mapped for you. There are no Wandering Monsters on these levels, though there are many special hazards! Some of the rooms have unique magical effects which hamper the Heroes, but one especial magical bane is very common here. These are the dreaded Eyes of Chaos.

SPECIAL MAGICAL HAZARD: THE EYES OF CHAOS

Johannes' mastery of the raw Chaos he is studying has extended far enough for him to be able to place magical Eyes of Chaos in the two lower levels of the dungeon. These Eyes appear as miniature (3" in diameter) glowing skulls with huge eye sockets; the 'bone' is white, the eye sockets red. You may use the Wound Counters to represent these in game play.



This eye located at the junction of four passages will affect all of the shaded squares. As soon as one of the heroes or henchmen enter the zone, the GM should make a roll on the table below to determine the effect of the eye.

These Eyes have Chaos effects which will affect all of a room which they are placed in, irrespective of room size, and up to 3 squares away in all directions in any passage they are located in. This includes around corners. It is possible for the Heroes to be affected by an Eye of Chaos before they can see it if it is around a corner from them. However, effects do not pass through walls or doors (nor through open doorways, for the sake of simplicity). The occupants of the dungeon, of course, are not affected by any adverse magical effects of the Eyes. When Heroes enter a zone of influence of an Eye of Chaos, roll one dice and check the table below for the effect which will occur:

EYES OF CHAOS: MAGICAL EFFECTS TABLE

D12	Magical Effect
1	Anti-magical, see below.
2	Weakness: -1 to WS and Strength
3	Radiant Fear: All Bravery tests incur -1 penalty
4	Mental Enfeeblement: All Intelligence tests -1 penalty
5	Distorted Vision: -1 to BS
6	Magical Drain (see below)
7	Tainted Power: Enemies of PV 4+ regenerate
8	Slowing: Movement at half rate through the zone
9	Warp Attack (see below)
10	Flame Attack (see below)
11	Magical Null (see below)
12	Fate Point Null (see below)

Anti-magical (see below): Any Wizard trying to cast any spell in the zone must make an Intelligence test to be able to cast it.

Magical Drain: The first Hero to enter the zone has one of his magic items permanently drained of magic. If he has more than one magic item, the GM should randomly decide which has been affected. Don't tell the player this until he comes to use it. If the first Hero isn't carrying any magical items, the second Hero is affected instead, and so on.

Warp Attack: Enemies ignore any armour used by Heroes within the zone, their weapons simply seem to pass right through it! This does not apply to any magical armour worn by Heroes, though.

Flame Attack: Any Sword or Halberd used by an enemy spits fire within the zone and adds 1 extra damage dice to its attack.

Magical Null: All magic items possessed by Heroes are nullified so long as they are within the zone. They are not permanently drained, and will regain their normal properties as soon as they are taken out of the zone. Spells, however, work normally within the zone.

Fate Point Null: Fate Points are useless within the Zone, and cannot be used at all. If a Hero wants to use a Fate Point, simply inform the player that for some unknown reason, it just doesn't seem to have any effect, but the Fate Point is not lost.

All these effects last only for as long as the Heroes (or items, etc.) are within the zone, save for the Magical Drain which has a permanent effect. The Eyes of Chaos in Locations I and M are special, and have effects described in those locations; you do not roll on the table above to determine any additional effects.

Destroying an Eye of Chaos

Eyes of Chaos hover around 8 feet above the ground and can be struck at with weapons in the usual way (though the Dwarf is too short to hit one with a hand-held weapon such as an Axe or Sword). They have Toughness 8, but all ranged weapon attacks with a range above 3 have a -2 penalty to dice rolls because the Eyes are small. Each Eye has only 1 Wound. Eyes of Chaos can only be harmed by magical weapons or damaging spells; non-magical weapons do not damage them. They are not affected by spells which affect creature's minds (such as *Flight*), because they have no minds. Whenever an Eye of Chaos is destroyed, the released chaos energy flies apart in a miniature explosion. This will cause the Hero who struck the blow or cast the spell to suffer any excess wounds he caused over and above the one needed to destroy the eye!

DUNGEON COUNTERS

These are not used during game play in the usual way. The gamesmaster is told below when to take a Dungeon Counter and how to use it. This speeds up play and makes the GM's life easier!

OPENING DOORS

The monsters in these lower dungeon levels are cunning and well-disciplined. Many can open doors as sentries can, as discussed for each location. Some can even open a door, move, and attack all in the same Combat Turn!

DUNGEON, LOWER LEVEL 1

The lower levels of the dungeon are both fully mapped, and each room and important section of passage, etc., is described.

LOCATION A

This is a simple guardroom with 4 Orcs and 2 Goblin Archers. Each Orc has 10 gold crowns, and each Goblin has 5 gold crowns. Roll as usual on the *Eyes of Chaos: Magical Effects Table* for the effect of the Eye here (and in subsequent locations).

LOCATIONS B AND C

The monsters in these locations have been very well trained. As soon as the Heroes open the door to either room, the door to the other room will open as well. If either of the Eyes of Chaos in the wide passage between the rooms is destroyed, it makes a loud bang as it disappears. This noise is automatically heard by the monsters inside the rooms, and they cannot be surprised. If the monsters in the rooms have been alerted, roll a dice, and on a roll of 7 or more, the monsters get to move and attack first during the first Combat Turn here.

The Ogres will certainly try to get into the main passage where their size isn't a problem, except for the Ogre at the back of Location C who has rocks he can hurl at Heroes in the doorway. The monsters here can open a door, attack, and move all in the same first Combat Turn if you roll 7 or higher on the dice roll above.

Location B

Unless the monsters move first, the Ogre closest to the doorway will try to keep out of the way to begin with to allow the rock-throwing Ogre at the back of the room a clear line of sight to throw rocks through the door. He has four rocks he can use for ammunition. This particular Ogre has a great hatred of Dwarfs, and if he enters hand-to-hand combat with a Dwarf he can become a *Berserk Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40).

The Goblin Archers also stay away from the doorway to avoid hand-to-hand combat, leaving the poor solitary Orc to swing his Sword there. The monsters here try to either ambush the Heroes in the passage if they move first during the first Combat Turn, or force the Heroes to enter the room and fight, so they can surround them.

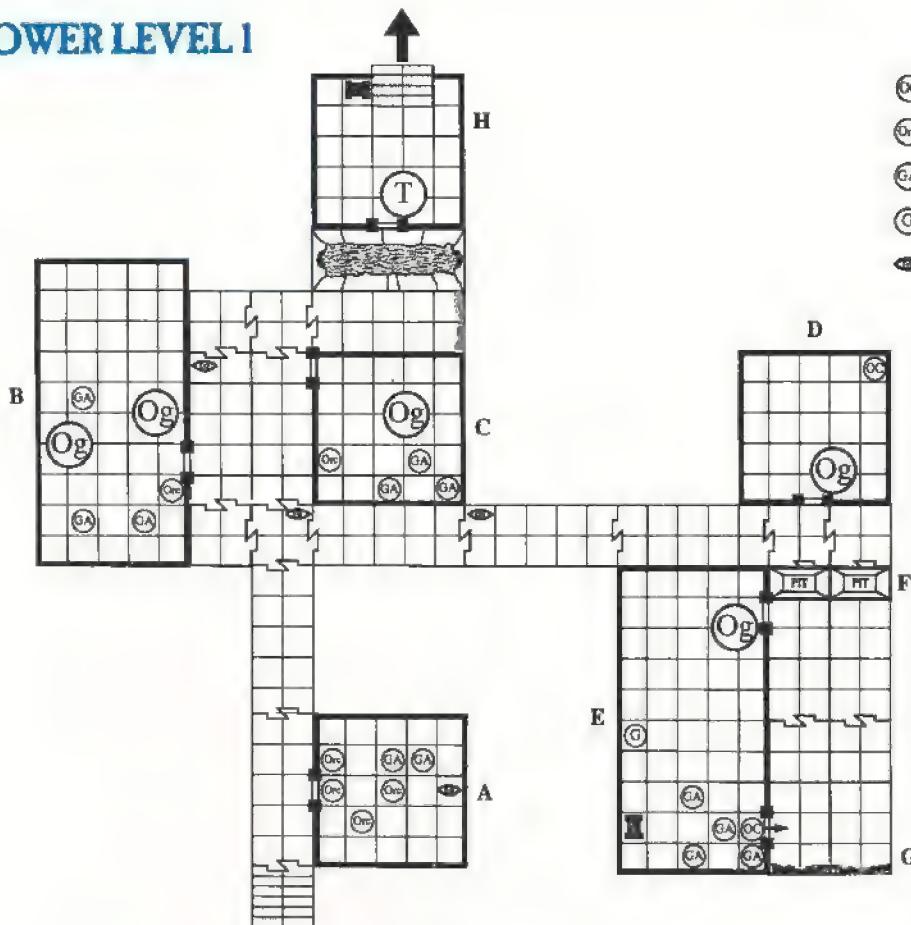
Each Goblin has 10 gold crowns, the Ogre closest to the door has 70, and the rock-throwing Ogre has 80 gold crowns.

Location C

The Ogre here will readily fight in the doorway or charge out into the passage if given the chance to do so. The Goblin Archers cower in the corner and won't leave the room. The single Orc will wait until the Ogre has been killed or has left the room before moving to fight. The Orc and Goblins are too cowardly to move while the Ogre is still in the doorway.

The Ogre has 60 gold crowns, the Orc has 10 gold crowns, and the Goblins have absolutely nothing except for a chewed rat one of them has wrapped up for lunch in a filthy piece of rag.

LOWER LEVEL 1



Key

OC	Orc Champion	Chest
Orc	Orc	Door
GA	Goblin Archer	One-way Door
G	Goblin	Pit Trap
Eye of Chaos		
OC	Ogre Chieftain	
Og	Ogre	
T	Troll	

LOCATIONS D, E, AND F

The monsters here are as cunning as those in rooms B and C, but not quite so well trained. The Ogres are continually shouting at their Orc servants and may not hear noises outside. If a combat is going on outside one of the doorways into either room, roll a dice at the start of each Combat Turn. If you roll 9 or higher the monsters from the other room will hear, open the door, and come out to fight. Add 1 to the dice roll for each Combat Turn which has taken place, so if the Heroes have been fighting one group of monsters for three Turns, at the start of the next Combat Turn the other monsters will hear and come out to fight if you roll 6 or higher.

Read through the three individual locations here to get the best out of the monsters and the trap at Location F. The GM may take one Fate Counter to play in Location D or Location E, as he chooses.

Location D

There is a pile of three rocks beside the Ogre here, but he uses his Club in the doorway. He only uses the rocks if the Pit Traps at Location F are activated (see below for location details). The Orc Champion stays in the corner until the Ogre leaves the room or is killed. The Ogre has 80 gold crowns, the Orc Champion 10 gold crowns.

Location E

There are two doors to this room. The one at the bottom of the passage is a special one-way door which only opens outwards (out of the room into the passage). This means the Heroes cannot open it from the passage, but monsters can open it to go into the passage and attack the Heroes. The Orc Champion will emerge to protect the Goblin Archers, who will come out to fire at the Heroes in the passageway.

The Ogre fights by the other (normal) door, and as soon as this door is opened the Goblin will pull a wall lever and open the Pit Traps at Location F (details below). The Ogre, a greedy and cruel master, has all the treasure for this group stored in the Treasure Chest here, which is locked (the Ogre has the key).

The chest is not trapped. It contains 250 gold crowns, a Magic Mushroom in a bag (use standard rules from Advanced Heroquest, page 28), a salted boiled Dwarf leg the Ogre was saving for his supper, a Short Bow and 6 arrows, and a magical Potion of Regeneration. This may be drunk at the start of any Turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40). The effects last until the end of the next combat, or the one currently in progress if a Hero drinks the Potion in the middle of a fight.

LOCATION F

These Pit Traps will not be spotted by the Heroes (so do not make any dice rolls for spotting traps here) and cannot be disarmed by them. They will be activated by the Goblin in Location E when the normal door to that room is opened. The Pits open up when the lever is pulled. Any Hero standing on one of the four Trap squares automatically drops down into a Pit and suffers an automatic Wound. A successful Speed test allows a character to jump across a Pit, or climb out of one. If a character tries to jump over a pit and fails, he falls down the pit and suffers an automatic Wound. A character who manages to climb out of a Pit cannot move any further than to a square adjacent to the Pit.

The Ogres make life very difficult for any Hero, or other character, in a Pit or close by one. The Ogre in Location E will drop his rocks on top of anyone in a Pit if he can. Any character struck by a rock while down a Pit must add 2 to the dice roll for the Speed test to escape on the following Turn.

If any character standing in a square adjacent to a Pit is hit by a rock or club used by an Ogre, he must make a successful Strength test. If he fails, he's hit hard enough to knock him down into the Pit, and he suffers an additional Wound for his fall. The last problem with the Pits is fairly terminal. If an Ogre standing next to a Pit is killed, roll one dice. If you roll 7 or higher, the Ogre's body falls into the Pit and fills it. Any character already in the Pit is horribly squashed by the Ogre's body – roll 10 damage dice. The character loses 1 automatic Wound from being crushed each Combat or Expedition Turn until he's rescued. A character trapped underneath an Ogre cannot escape without the aid of his fellows. Two or more characters with combined Strength of 11 or more will be needed to rescue their squashed colleague.

LOCATION G

All four squares here contain a Blocks trap, and this is more difficult to spot than most (the trap is spotted only on a roll of 9 or higher on the dice). Anyone squashed by the falling block gets one minor windfall: a small bag containing 10 gold crowns falls as well as the Block. This only happens with the first of the four Blocks traps in these four squares.

LOCATION H

This is the only route to the bottom dungeon level, with steps leading down, and is very dangerous. To enter the room, the Heroes have to jump across the chasm to reach the door. Unfortunately, there is only enough room for one Hero to land on the far side next to the door. As soon as he lands, a pressure-sensitive plate below his feet activates an alarm and the door opens automatically (not by the monster inside opening it). The Troll guard by the door then attacks the Hero standing in front of the door!

A Hero fighting the Troll will be knocked into the chasm automatically if the Troll scores a critical hit. The door to this room automatically closes as soon as there is no-one standing outside it on the pressure sensitive plate. There are further complications: six Turns (Combat or Exploration) after the door to this room has been opened for the first time, a second Troll runs up the stairs to join in the fight.

This room contains a Treasure Chest with 250 gold crowns, and the following magical treasures which are taken from *Terror In The Dark* and detailed fully here for any readers who don't have this book.

A Bag of Lightness. This magic pouch holds up to 250 gold crowns quite weightlessly, and allows a character to carry twice his normal allowance of gold crowns.

A Soul Jewel. If a Hero or Henchman is slain, the Soul Jewel holds his soul, and if the jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell. The Jewel can only be used once.

Finally, the Treasure Chest also contains a scroll of two spells from the Bright Wizard's spellbook (*Flames of Death* and *Courage*). If the Wizard in the group of Heroes is a Light Wizard, the scroll will contain the spells *Dagger of Banishment* and *Strength of Life* instead.

DUNGEON, LOWER LEVEL 2

This dungeon level is very tough. The GM should be sure that he is familiar with the special rules which apply here, and to use them to the best advantage of the monsters.

LOCATION II

This is the laboratory of Gregor Wiesehofer, and it is guarded by a Daemonette and two Orc Champions. Use the Chaos Sorcerer and Daemonette Character Monster Counters here if you wish.

There is a special magical trap on the door here. When a Hero opens the door, a massive blast of wind hits all Heroes or Henchmen within three squares of the door. Each character must make a Strength test. If he fails, the character is moved backwards two squares and may not move in any other way during this Combat Turn. If another character is in the way of the backward movement, that character must move to the side to allow the pushed-back character to move past, but the character making the Strength test can move normally during the Combat Turn. If a character failing the Strength test cannot move two squares backwards because he comes to rest against a wall, that is where his forced move ends.

The Orc Champions here will fight hand-to-hand while the Daemonette and Chaos Sorcerer use their spells. Note that the Daemonette has the spell *Fireball* and not *Flaming Skull of Terror*. When the Daemonette has used its spell it will seek to attack hand-to-hand.

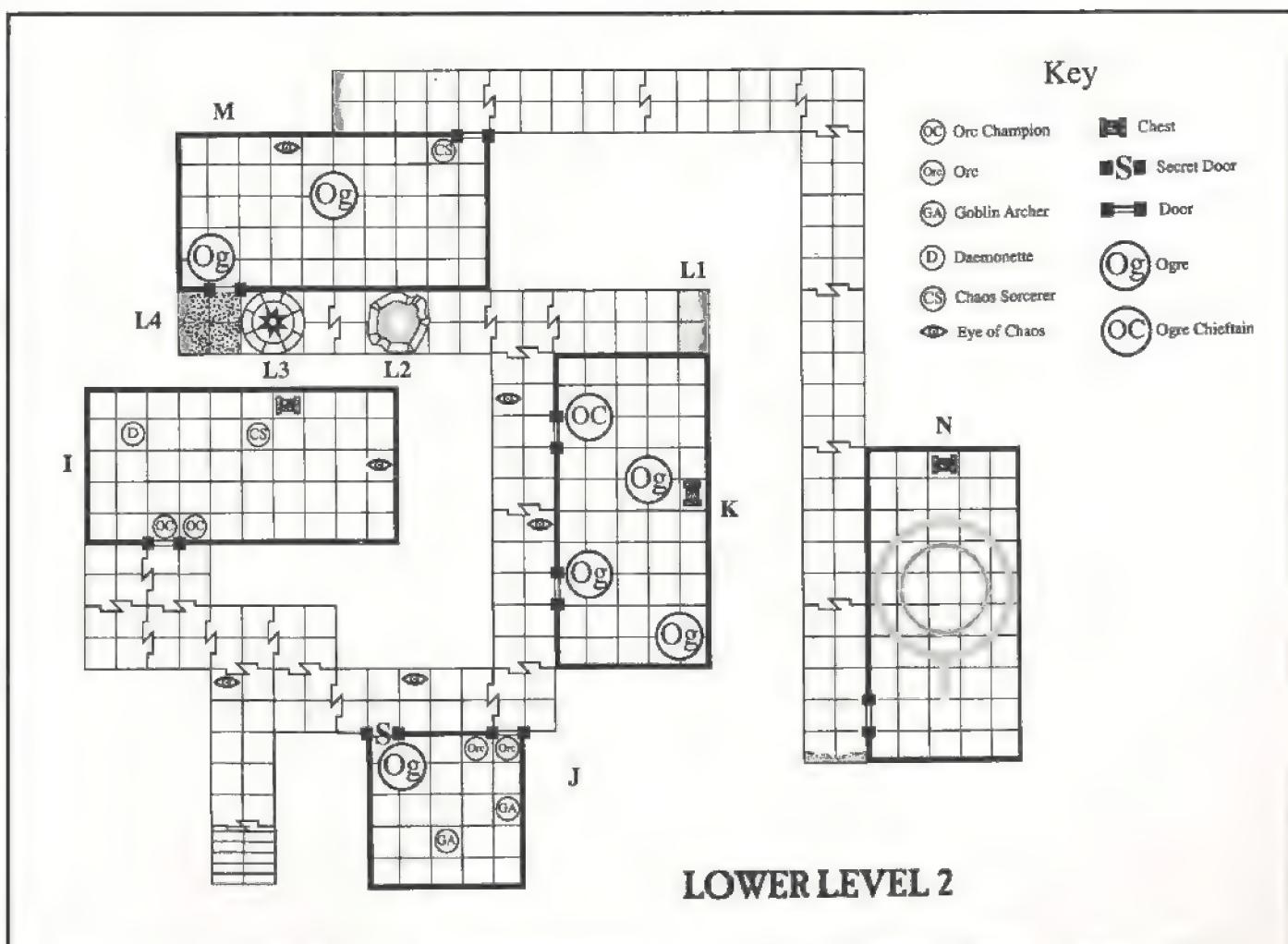
The Chaos Sorcerer will always try to avoid hand-to-hand combat and will use spells in preference.

The Chaos Sorcerer possesses a magic item from *Terror In The Dark* which is also detailed here. This is a *Robe of Toughness (Level 1)* which adds 1 to the Toughness score of any character wearing no armour, or only leather armour (it can't be used by any Hero or Henchman wearing metal armour). This gives Gregor a Toughness of 8. He also has a scroll with the spell *Fireball* in addition to the spells normal for a Chaos Sorcerer, and a Healing Potion which he will try to drink if reduced to 2 Wounds or fewer.

Finally, Gregor carries on a thong around his neck a warpstone key which is the only way of opening the door to Location M. Without the key, the Heroes cannot kill Johannes, so one of them will have to carry it. This has unfortunate effects, as described below.

The Eye of Chaos

The Eye of Chaos here is a powerful one. It adds 1 to the Movement for all monsters in this room (and subtracts 1 from all Hero and Henchman movement), and its baneful gaze weakens Heroes and Henchmen so that they have a penalty of -1 to Strength scores within this room. If the Eye of Chaos is still alive when Gregor is killed, the Eye wizzes about the room, getting bigger and glowing brilliant emerald green, then explodes. Any Hero or Henchman within the room is subject to 5 dice of damage when this explosion occurs.



The Treasure Chest

The Treasure Chest here is trapped with a Spike Trap. It contains a Healing Potion, 200 gold crowns, a quiver with 12 arrows, and a *Talisman of Fortune* with an elven design (which is why Gregor didn't use it). This Talisman confers 1 Fate Point on the first Hero or Henchman to pick it up, and if worn it then adds +1 to all D12 rolls made for spotting traps. Only the first Hero or Henchman to pick up the Talisman gains the extra Fate Point, even if the Talisman is then passed to someone else for the trap-spotting bonus. Lastly, the Chest also contains the mad, demented diary of Gregor, in a turquoise leather binding. Most of its contents are insane ramblings and pseudo-philosophical drivel about the survival of consciousness in the warp following death, but the following section should be read to players:

'Brother Johannes is close to controlling the Chaos Flux now, and soon I shall have to strike. With that damn cloak of his I can't hope to overcome him. I have to find some way of getting one of the Ogres on my side somehow. With his magical control, it seems hopeless. But I cannot let him triumph when I, Gregor, should be the Master!'

The warpstone key carried by Gregor is a 6" long key which appears to be made out of slightly glowing yellowed bone. Any Hero or Henchman carrying it must make a Toughness test when they enter each new Location. If the test is failed, the character develops a foul chaos mutation, which drains him of physical prowess. Roll a dice and consult the table below.

D12	Result
1-3	Lose 1 point of WS
4-6	Lose 1 point of BS
7-8	Lose 1 point of Strength
9-10	Lose 1 point of Toughness
11-12	Lose 1 Wound permanently

If any characteristic reaches zero because of these drains, the character becomes a mindless Chaos Spawn.

The obvious thing to do is to leave the key where it is and return to get it when Location M has been found, but players may well not think of this – don't point it out to them!

LOCATION K

Special Note: There are two Eyes of Chaos in the passageway outside, and in some squares their effects overlap. Heroes and Henchmen in those squares are subject to both adverse effects!



This is where the main group of Ogres live, although two of them are permanently acting as Johannes' bodyguards in Location N. There is a supply of 8 rocks scattered about the room, but the Ogres prefer to fight hand-to-hand if they can. If the Heroes only open one of the doors to this room, the Ogre standing guard at the other door will open it and emerge into the passage, trying to pincer the Heroes and Henchmen.

**LOCATION J**

The solitary Ogre in this room is hated by the other Ogres, and bullies the two Orcs and Goblin Archers unmercifully. The Orcs will fight with the Archers giving supporting fire, and the Ogre will try to move through the secret door to attack the rear of the adventuring group. He has two rocks he can throw, but he prefers to use his club and attack hand-to-hand if he can. He hates Bretonnians, and if he gets into hand-to-hand combat with Pierre Chancier he adds 1 to his damage dice against him in combat.

The Ogre Chieftain here has a huge sword which adds 1 to his Damage Dice and also acts as a *Ring of Magic Protection, Level 1*. It glows bright red when held by the Ogre Chieftain only (this is just for appearances and has no special effect). This magic sword was specifically enchanted for him and cannot be used by Heroes or Henchmen because it's far too large. The Ogre Chieftain has a deep and abiding hatred of human Warriors and adds 1 to his damage dice against a Warrior Hero or human Henchman (not including a Wizard's Apprentice).

These Ogres will emerge from their room and chase the Heroes all the way to the steps leading back up to the next dungeon level if they try to flee, but the Ogre Chieftain himself will not leave this room in pursuit. This might be away the Heroes can divide up the Ogres in order to defeat them more easily. However, this is a brutal combat and Fate Points are likely to get burned away. Heroes may well have to leave the dungeon and return in another expedition after this battle.

When the Heroes win here, the Treasure Chest has some goodies for them if they bypass the Mantrap on the chest. Two bags contain a total of 400 gold crowns; there is a small dagger which if used by a wizard inflicts 4 damage dice, a *Healing Potion*, a *Potion of Prowess* (+1 to Weapon Skill, Bow Skill, and Speed; effects last for 3 Turns, combat or expedition, and then wear off), and a *Long Bow of Swiftness* (the user of this can move and fire during the same Combat Turn, which is normally not allowed (Advanced Heroquest rulebook, page 20)).

LOCATION L

This passageway has several traps and will be a real test for the Heroes. The idea is to rip some Fate Points off them before they have to face Johannes Wiesehofer and his retinue.

The squares marked at L1 have a Fireball trap placed on them, and the power of Johannes' magic is such that this trap is exceptionally hard to find (Spot Chance of 11 or higher, and the Dwarf gets no bonus).

At L2, there is a pool of steaming acid some 10 feet deep. Any Hero entering the pool suffers 7 damage dice each Turn he stays in the pool. A successful Speed test must be made to leave the pool once a Hero is in it. A Hero may try to jump across the pool by making a successful Speed test. Building a Rope Ladder is the obvious strategy, but the acid fumes eat through rope very quickly. Two Heroes or Henchmen can get across safely, but the rope bridge collapses under the weight of the next (third) character to cross as the rotted rope gives way, dumping them into the acid pool.



At point L3 on the map there is a special Magic Circle. If he makes a successful Intelligence test the Wizard Hero will know that this is deeply tainted with the power of Chaos. Each time a Hero or Henchman steps on the Circle, roll a dice and check what happens on the Magic Circle Table below. All losses of characteristics are permanent except for Wound losses and the Curse effect which reduces Fate Points, which can be regained normally.

MAGIC CIRCLE TABLE

D12	Result
1	Lose 1 Wound
2	Lose 2 Wounds
3	Curse! Fate Points reduced to 1
4	Skaven Head, see below
5	Flight, see below
6	Skaven Paws, see below
7	Daemonette Head, see below
8	Weakness! Lose 1 point of Strength
9	Moron! Lose 2 points of intelligence
10	Skeleton Attack, see below
11	Nothing happens
12	Blessed Fortune! Gain 1 Fate Point

Skaven Head: The character's head turns into a Skaven's! He must make a Will power test; if this is failed the character's mind turns into that of a Skaven and he attacks the other Heroes. If the Wizard gains a Skaven head, he cannot cast spells since he doesn't know how to pronounce the mystical words of spellcasting in Queekish.

Skaven Paws: The character's hands turn into Skaven paws. This reduces WS and BS by 2 points each until the end of the current adventure, and even after that the character has a permanent penalty of -1 to WS and BS unless he can somehow acquire Skaven-made weapons.

Daemonette Head: The character's head turns into that of a Daemonette. He now counts as a *Fearsome Monster*, but this affects the other Heroes! If a Will power test is failed, the Hero's mind is filled with daemonic thoughts and he attacks his fellows.

In these three cases, any Henchman allied to the Hero will leave his service after the current expedition, not wishing to be seen with a master who is a mutated freak!

Flight: The Hero immediately flees from the Circle in a direction of the GM's choice. The fleeing Hero may ignore Death Zones as he tries desperately to run from the tainted magic. This may land him in L2, the acid pool, or L4, running into the far wall with unfortunate consequences (see below).

Skeleton Attack: Three Skeletons appear as close to the Hero as possible and attack him. They may ignore usual rules pertaining to Death Zones in their insane frenzied determination to kill him.

One way of avoiding the Magic Circle is to jump over it, which can be done successfully if the character makes a Speed test. Unfortunately, when he lands in area L4, the surface of the floor is covered in a very slippery, mucus-like substance. The character must make a second successful Speed test. If this is failed, the character skids right into the dead end and a Blocks trap falls from the ceiling and crushes him, inflicting 12 dice of damage. A character who skids into area L4 has no chance to spot or disarm the Blocks trap. A character who doesn't skid has normal chances for finding and disarming the traps, which are in the two squares at the dead end only.

LOCATION M

This door has a glowing keyhole, which appears almost as a knob of yellowed bone with a single central keyhole. Only the warpkey from Location I can open this door. Absolutely nothing else works.

When the Heroes enter this room, the far doorway is open with the Chaos Sorcerer Johannes Wiesehofer standing close by. Before the main door is his Ogre guard, and in the middle of the room is a second Ogre which will interpose itself between Johannes and anyone trying to get to him in hand-to-hand combat. Don't forget that while Johannes is wearing the Ogre Cloak he looks exactly like an Ogre. It's only when he starts casting spells that the Heroes will begin to wonder what's hit them! Each monster here has some special magical defence or item, and the Eye of Chaos here is a strong one, so each of these is detailed individually.

The Ogre by the door will drink a *Potion of Regeneration* on the first Combat Turn, so that he becomes a *Regenerating Monster* for the duration of the combat here.

The Ogre in the middle of the room wears an *Amulet of Iron* to protect him from spell effects.

The Eye of Chaos radiates the following effects:

- Heroes within the room, or fighting in the doorway (the two squares immediately outside the door only), must make a Toughness test or suffer 1 additional damage dice from any spell damage which affects them;
- Monsters within the room have a Bravery of 11 automatically;
- All ranged attacks made in the room, or into the room, by Heroes or Henchmen have a -2 penalty.

Lastly, Johannes Wiesehofer has the following total profile when using his Ogre Cloak:

WS	BS	S	T	Sp	Br	Int	W
7	3	8	8	8	9	10	9

Don't forget that with the Eye of Chaos here, he has Bravery of 11. In addition to the normal Chaos Sorcerer spells, he has some other magic items. He has a scroll with the spells *Fireball* and the Dark Magic equivalent of *Flight*, and he has a *Dawnstone* with 2 Fate Points remaining. He will not use more than 1 of these Fate Points while he's still inside this room if he can possibly avoid it.

Johannes will flee through the open door when one of the two Ogres here is killed, and when the other one has been reduced to 4 Wounds or fewer. GMs should do their best to get him out alive. He runs off down the passageways into Location N and awaits the final shoot-out with the Heroes there. If a Hero is going to catch up with him, then the GM may use a Fate Point from the Dawnstone to add 4 to Johannes' move for one Turn during the pursuit.

LOCATION N (QUEST LOCATION)

Use the Large Room with the circle motif for this room. The circle is the zone of Chaos Flux with which Johannes has been working. He will make for the far wall beyond the Flux Zone, and he suffers no ill-effects from passing through it. From the far wall, standing beside the Treasure Chest, he uses spells and special attacks drawn from the Chaos Flux.



The Flux presents two problems for the Heroes: first, the attacks Johannes can draw from it, and second, the effects the Flux will exert on the Heroes if they try to enter it (which they must to overcome Johannes hand-to-hand, and to get at his **HUGE** treasure chest. Don't forget to tell the Heroes how enormous this treasure chest is!).

If the Heroes actually managed to kill Johannes in Location M, good luck to them, and there will be no combat here, but they will be subject to the ill-effects of the Chaos Flux when they try to retrieve the Treasure Chest.

The Chaos Flux

The area shown by the circle within Location N is covered with a very thin, slightly phosphorescent grey mist which seems to contain writhing bodies and screaming faces. Clawed hands, tentacles, and worse seem to flit about within the thin mist, grabbing at the Heroes as they approach. Oddly, the mist doesn't seem to restrict visibility; it's possible to see what is on the other side of it quite clearly. However, all ranged attacks within or across the Flux suffer a -3 penalty to hit rolls (this does not affect Johannes, of course).

JOHANNES' FLUX ATTACKS

Johannes can draw one of three attacks from the power of the Flux during each Combat Turn. Roll one dice; on 1-5, he gets an *Arrows of Chaos* attack; on 6-10, he gets an *Illusion of Terror* attack, and on 11-12, he gets an *Inferno of Chaos* attack. Johannes may always opt for a spell or hand-to-hand attack instead, if the GM prefers. He may not use a Flux attack in addition to any other attack in the same Combat Turn.

Arrows of Chaos

Roll a dice and divide by 3, rounding fractions up. This is the number of magical 'arrows' of energy Johannes draws from the Flux and fires at the Heroes that Turn. He can select different targets if he has more than one 'arrow' available. He has an effective BS of 6 with these, and each 'arrow' causes 3 dice of damage.

Illusion of Terror

One target Hero, selected by the GM, must make a successful Intelligence test (adding +2 to the dice roll) or be convinced that a nightmarish horror of Chaos is chasing him around the room. He is half-paralyzed with fear, and cannot attack in any way, but he can move 1 square in a direction the GM chooses (drag him into the Flux if you can). The Hero can make an Intelligence test each Combat Turn and, as soon as one is made successfully, the effect ends.

Inferno of Chaos

The Chaos Flux seethes with a tumult of energy and almost seems to boil for an instant. A horrible screaming pandemonium fills the room and each Hero or Henchman in the room must make a Toughness test or lose 1 point each of WS and BS, and also Strength, until the combat is over and they have left the room.

Entering the Flux

If a Hero or Henchman wants to engage Johannes in hand-to-hand combat he will probably have to move through the Flux. Movement is at half normal rate within the area of the Flux. While a character is within the Flux, roll a dice and consult the Magic Circle Table for the baneful effect on the Hero, and re-roll any result of 12. This should be done for any Turn in which the character is within the Flux at any time (even if he manages to move right through the circle in one Turn).

The Explosion of Chaos

When Johannes is killed here, the Chaos Flux begins to boil and swirl and the characters will know that an imminent explosion is at hand. If they enter Location N and have already killed Johannes, this happens one Exploration Turn after they have entered. In either case, they now have four Exploration Turns to get out before the Flux explodes, filling the room with a devastating blast of raw Chaos energy and killing anything and anyone inside the room.

This should be just enough time to get the Treasure Chest and make a run for it, but of course matters won't end there. The Chaos Flux expands from the room and along the long passage outside at a variable rate. Roll a dice each Exploration Turn as the Heroes flee. Divide the number rolled by two, and add 3 to it, so that the Chaos Flux advances between 4 and 9 squares up the passage each Turn. It will continue to expand all the way to the door to Location M, but will not expand further. Anyone caught within the Chaos Flux is forever lost to Chaos with all his equipment!

The Treasure Chest

Although it looks big and heavy, the Treasure Chest has an effective weight of 200 gold crowns: 100 gold crowns itself, and then it can carry up to 500 extra gold crowns at one-fifth of normal weight value. Any character can carry it, but loses 1 point of Speed while doing so because of its bulk (and this applies if a Hero or Henchman is carrying it while running from the Flux). If sold, this special chest will fetch a price of 300 gold crowns. When found, it contains the following items:

- 400 gold crowns.
- A bag with 10 gems each worth 35 gold crowns.
- A scroll of Bright Wizard spells (*Flaming Hand of Destruction*, *Inferno of Doom*, and *Power of the Phoenix*). the GM should alter these to Light Wizard spells of his choosing if the Wizard Hero is a Light Wizard.
- A Dwarf Dawnstone from Kadar-Khalizad which contains 4 Fate Points. Only a Dwarf Hero (or Dwarf Troll Slayer Henchman) can use this.
- An embroidered set of silk Araby cloths worth a total of 100 gold crowns.

RUN AWAY!

The Heroes may decide to run away from a combat in either Location M, or Location N, because life is getting too tough for them. If that happens, when they return Location M will be re-stocked with two new Ogres which have been attracted to Johannes' service by the magic of his cloak. Johannes will have healed any damage he suffered and will have all his spells regained, but any magic items he used up in the earlier combat will not be replaced.

FATE POINT AWARDS

The Heroes should receive a Fate Point each when they find the entrance to the lower dungeon levels, if they do so in one expedition. Because the lower dungeon levels are very tough, the Heroes will receive one Fate Point if they overcome Johannes Wiesehofer, no matter how many expeditions they take, and an additional Fate Point if they take three or fewer expeditions to complete both lower dungeon levels. If they manage to kill Johannes Wiesehofer in only two expeditions to the lower levels, they gain yet another Fate Point.

ADVANCED HEROQUEST

THE CHANGING FACES OF TZEENTCH

By Dominic Camus and Bill King

The Changing Faces is an adventure for starting characters in Advanced Heroquest. The players start out in pursuit of a renegade bandit, but tumble headlong into the clutches of a lethal Chaos cult who are in possession of some extremely powerful magical items.

The adventurers should have completed at least the Quest for the Shattered Amulet before embarking on this quest, or have one or two higher level characters in their party.

PLAYERS' INTRODUCTION

In the remote fastnesses of the Reikwald Forest dark things lurk. Beastmen, mutants, renegades who live outside the Emperor Karl-Franz' law and plot the downfall of humanity. The woods are also home to outlaws who prey on wandering travellers, on the merchants and pilgrims who must follow the trade routes between the teeming cities of the Empire. The outlaws are cruel men and hard, as they must be to dwell in a place that is home to monsters.

Cruellest of the cruel is the infamous bandit chief Herman Zorin. For nearly a year he slaughtered wayfarers on the Forest Road. The bounty on his head rose to a massive 750 gold pieces. Every bounty hunter who sought to collect it was found crucified on the trees at the Reikwald's edge, the skin of their faces flayed away to reveal the muscle beneath. Then suddenly Zorin vanished: no-one has heard any more of him or the surviving members of his band. Nor has anyone come forward to claim the reward.

For a month now you have followed a cold trail: you have listened to the hints of drunken road wardens who you think once took bribes from the notorious outlaw. You have consulted augurs and astromancers for hints of his whereabouts. All the clues you have been able to assemble have pointed you in the direction of the infamous Fortress of Veitch. Here you think Zorin has made his lair. Certainly the place has an evil enough reputation to discourage any but the most stalwart.

It was here that the great Imperial Hero Alaric Von Loth went missing along with his mighty battleblade, the legendary White Reaver. Loth's fellow witch hunters have sought to recover this priceless artefact but none have returned from these haunted ruins.

Now you stand outside the fortress: a tumbled down pile of moss-encrusted stone over which carrion birds hover and caw. You have scoured the rubble and found no other signs of life. Now you are sweaty from the work of levering up a huge stone slab. A peculiar dank stench assaults your nostrils. You can see a flight of cold stone stairs leading down into darkness. This is your last chance to turn back...

GAMESMASTER'S BACKGROUND

Unknown to the players Herman Zorin is actually the last surviving master of the Bloody Mask cult of the Chaos Power Tzeentch. This is an order sworn to overturn the rule of humanity and bring red madness to the world. The Fortress of Veitch had long been the base of this cult. Alaric Von Loth discovered this and came here to destroy the cult's masters. He succeeded in penetrating the keep and killed most of the masters in an epic battle, taking a mortal wound in the process.

The survivors of the cult summoned Herman Zorin who had been away spreading Chaos at the time of Von Loth's arrival. Zorin used the power of the masks to resurrect the Witch hunter as a slave to darkness. He

has also improved the keep's defences. Swearing that he would not be taken unawares as the other masters were, he has installed a network of traps. Now he plans to revive the cult under his own ruthless leadership and once more bring terror to the surrounding land. Unfortunately the source of the cult's power, the diabolic artefacts called the Changing Faces of Tzeentch, are still in his keeping. Unless he is stopped now terrible things will happen.

THE PLOT OF THE ADVENTURE

The players should assume that they are on a quest to capture or kill Herman Zorin. Only as they proceed through the first dungeon should it begin to dawn on them what they have actually stumbled into. The adventurers do not realise it but in fact their objective in the first dungeon is simply to recover Alaric Von Loth's journal which reveals the existence and means of entry to the other two dungeons. The third dungeon is magically sealed and can only be opened by using the magical key located in the Quest Room of the second dungeon.

Once they have recovered the key, the heroes should lick their wounds before proceeding to the third dungeon and the inner sanctum of Tzeentch where they must face the Chaos Lord and the undead form of Alaric.

CHAOS CHARACTERS

There are six chaos characters who move around the dungeons. In addition to this, some chaos characters are present in the quest locations and in certain other areas of the dungeons. All the characters are available for use from the start but once killed they may not return. Also, note that it is better to save characters for later if possible since they cannot escape in the fortress (see below).

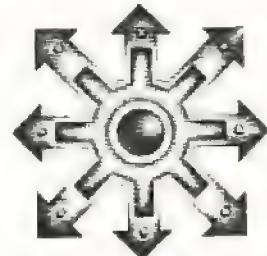
TRAP NETWORK

Herman Zorin has used his expertise in constructing traps to riddle the fortress with dangerous devices. Treat all ESCAPE dungeon counters as TRAP counters instead. This only applies to the first dungeon.

PROFILES

Chaos Thugs, Chaos Warriors, Chaos Champions and the Chaos Lord are all listed in the Advanced Heroquest Monster Reference Tables.

CHAOS THUG SENTRY	WS	BS	S	T	Sp	Br	Int	W	PV
	7	6	5	6	8	8	6	3	2
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit	2	2	3	4	5	6	7	8	9
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit	-	-	-	-	-	-	-	-	-
EQUIPMENT/NOTES									
Shield, sword.									



ALARIC VON LOTH UNDEAD CHAMPION	WS	BS	S	T	Sp	Br	Int	W	PV
	8	1	6	8	6	10	3	4	6
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit	2	2	2	3	4	5	6	7	8
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit	-	-	-	-	-	-	-	-	-
EQUIPMENT/NOTES									
Shield, Magical sword.(White Reaver) 5 damage dice, No fumbles, 1 free attack each round, Fearsome monster.									

HERMAN ZORIN (Follower of Tzeentch)	WS	BS	S	T	Sp	Br	Int	W	PV
	9	7	7	8	6	9	8	5	8
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit	2	2	2	2	3	4	5	6	7
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit	5	6	7	8	9	48	4	-	-
EQUIPMENT/NOTES									
Sword, Dagger, Crossbow w/ 12 bolts, Magical Crescent Ring (Opponents -1 to hit), Chainmail.									

CHAOS LORD OF TZEENTCH	WS	BS	S	T	Sp	Br	Int	W	PV
	12	3	6	10	6	10	8	5	12
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit	2	2	2	2	2	2	3	4	5
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit	-	-	-	-	-	-	-	-	-
EQUIPMENT/NOTES									
Plate Armour, Two Axes, Mask of Tzeentch									

MONSTER MATRICES

GRUGNAR FACEBREAKER (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV				
	6	5	8	9	4	8	5	5	6				
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	2	3	4	5	6	7	8	9	10	10	10	10	7
RANGED COMBAT													
Range	1-3	14-12	13-24	25-36	37+	Max Dam							
Hit	-	-	-	-	-								
EQUIPMENT/NOTES													
Double-handed Sword, Chainmail.													



ONE-EYED YADREY (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV				
	8	2	6	10	5	7	7	4	5				
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	2	2	2	3	4	5	6	7	8	9	10	10	4
RANGED COMBAT													
Range	1-3	14-12	13-24	25-36	37+	Max Dam							
Hit	-	-	-	-	-								
EQUIPMENT/NOTES													
Sword, Platemail, Shield.													



EDRIN THE SHIFTY (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV				
	7	9	6	5	9	8	9	3	4				
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	2	2	3	4	5	6	7	8	9	10	10	10	5-3
RANGED COMBAT													
Range	1-3	14-12	13-24	25-36	37+	Max Dam							
Hit	3	-	-	-	-								
EQUIPMENT/NOTES													
Axe, 6 Poisoned Throwing Knives (cause disease as well as normal damage. See AHQ p40).													



CHAOS CHAMPION	WS	BS	S	T	Sp	Br	Int	W	PV				
	10	4	6	10	6	10	8	4	8				
HAND-TO-HAND COMBAT													
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	2	2	2	2	2	3	4	5	6	7	8	9	5
RANGED COMBAT													
Range	1-3	14-12	13-24	25-36	37+	Max Dam							
Hit	-	-	-	-	-								
EQUIPMENT/NOTES													
Sword, Platemail, Shield, Double-handed axe. Fumbles on a 1 or 2 Critical on 11 or 12													



WANDERING MONSTERS MATRIX

D12	<i>Wandering Monsters</i>	<i>Treasure</i>
1-2	1 Chaos Thug Sentry	20gc
3-4	2 Chaos Thugs	15gc
5-6	1 Chaos Thug and 1 Sentry	30gc
7-8	3 Chaos Thugs	25gc
9	2 Chaos Thugs and 1 Sentry	40gc
10	4 Chaos Thugs	35gc
11	3 Chaos Thugs and 1 Sentry	50gc
12	1 Chaos Warrior and 2 Thugs	60gc

LAIRS MATRIX

D12	<i>Occupants</i>	<i>Treasure</i>
1	2 Chaos Thugs and 1 Sentry	40gc
2	4 Chaos Thugs	35gc
3	1 Chaos Warrior and 1 Thug	60gc
4	3 Chaos Thugs and 1 Sentry	50gc
5	1 Chaos Warrior and 1 Sentry	70gc
6	1 Chaos Warrior and 2 Thugs	60gc
7	4 Chaos Thugs and 1 Sentry	60gc
8	6 Chaos Thugs	50gc
9	1 Chaos Warrior, 2 Thugs and 1 Sentry	90gc
10	6 Chaos Thugs and 1 Sentry	80gc
11	8 Chaos Thugs	70gc
12	1 Chaos Warrior and 6 Thugs	100gc

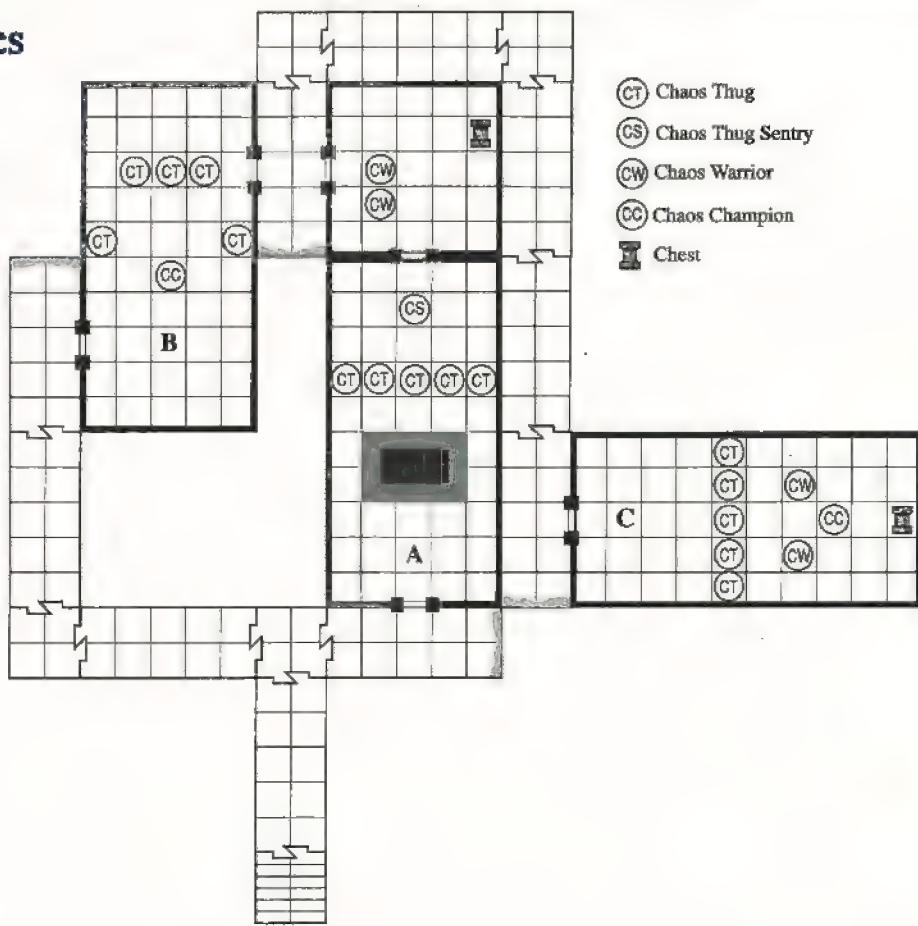
QUEST ROOMS MATRIX

D12	<i>Occupants</i>	<i>Treasure</i>
1	4 Chaos Thugs, 1 Warrior and 1 Sentry	110gc
2	6 Chaos Thugs and 1 Warrior	100gc
3	10 Chaos Thugs	90gc
4	1 Chaos Champion and 4 Thugs	125gc
5	2 Chaos Warriors, 2 Thugs and 1 Sentry	130gc
6	1 Chaos Warrior, 6 Thugs and 1 Sentry	130gc
7	10 Chaos Warriors and 1 Sentry	130gc
8	1 Chaos Champion, 1 Warrior and 2 Thugs	155gc
9	3 Chaos Warriors and 1 Sentry	150gc
10	1 Chaos Warrior, 8 Thugs and 1 Sentry	150gc
11	12 Chaos Thugs and 1 Sentry	140gc
12	1 Chaos Champion, 1 Warrior and 4 Thugs	175gc

THE DUNGEONS

The Changing Faces

Dungeon 1 Quest Location



THE FIRST DUNGEON

In this dungeon, the objective for the players – although they don't know it – is to find Alaric's journal. This can be found on any level other than the first. If a quest room is generated on the first level then the treasure chest will also contain the key needed to obtain the log book.

If a quest room is generated on any other level it contains a stairway leading to the fortress' quest location where the journal can be found in a metal chest. The adventurers must have the key in order to open it. Note that level one quest rooms generated do not contain stairs down, these must be rolled as a passage feature. The First Dungeon also contains Herman Zorin's trap network (see above).

When the players have recovered the journal you should let them read a copy of the parchment on the opposite page.

ROOM A

As the players enter, read the following. "The door opens into a wide hall. The torches cast an eerie blue tinted light, revealing a large open pit in the middle of the floor. Beyond the pit, a group of Chaos Thugs stand waiting. Masks of human skin cover their faces."

Any character who ends a turn adjacent to the pit, including diagonally, will be attacked by a tentacle. They must roll equal to or under their Speed score on one dice to evade it. If they fail, it grabs them. During their next turn they may attempt to attack the tentacle.

Tentacles each have WS 8 and T 8. If a tentacle is wounded it will drop its victim, otherwise they will be dragged into the pit and must spend a fate point to avoid death.

A piece of black card can be used to represent the pit. The pit beast will only attack characters and their henchmen. The Thugs have a total of 50gcs between them and the chest in the small adjacent room contains another 250gcs but has a guillotine trap set on it.

ROOM B

The roof of this room, though the heroes will not notice, is covered in small holes. If at any time a hero or henchman spends an entire combat turn without moving, a small poisoned dart will be dropped onto them from the holes above. If this occurs, roll 2 damage dice and if either causes a wound the hero must spend a fate point or he will die three turns later in horrible pain.

The heroes should not be told the fact that staying still makes them a target – let them work it out for themselves. There is a total of 130gcs here.

ROOM C

At the far end of this chamber stands the metal chest the heroes are searching for. However the Chaos Champion in here wears one of the magical 'Changing Faces'. The mask is an ugly red face with a gaping maw. It allows the Champion to breathe fire once per combat turn as if casting a *Flames of Death* spell. The Champion may not do this if he is adjacent to a hero or henchman, even diagonally.

After the battle the heroes can recover Alaric's journal from the chest. It also contains four diamonds worth 80gcs each.

THE SECOND DUNGEON

After finding the journal, the adventurers return to the Imperial outpost to plan their next expedition. Reading the book will reveal the existence of the two further caverns and that Alaric intended to search each one in turn. He'd also discovered that a magical key, hidden in the second dungeon, could be used to enter the temple. The journal also mentions that Alaric had discovered something terrible to do with the masks. The second dungeon has three levels, the third of which is the quest location.

4th Sigmarzeit 2502

My searches have revealed the existence of two further caverns. The one I am sure is the location of the T but it is impossible to enter without the key and this I fear is hidden som deep in the second catacomb.

7th Sigmarzeit 2502

I now know of the horror that befell other seekers. By Sigmar's fiery hear will avenge this evil. The masks mu destroyed before this plague of corr scourges our land.

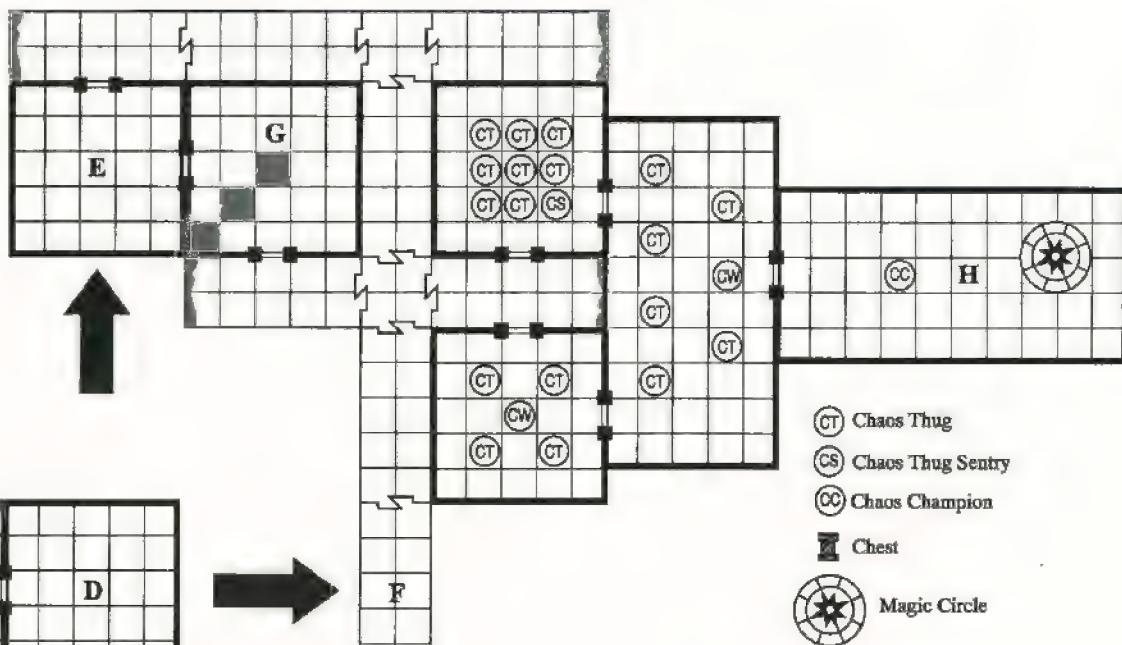
8th Sigmarzeit 2502

My companions have all fled but I must press on alone. My purificatio is complete and my heart is strong. Sigmar preserve me...

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The Changing Faces – Dungeon 2 Quest Location



ROOM D

The small room with the green and yellow checked floor should be used here. Any character ending an exploration turn on a green square will be magically transported to room E, while any character moving onto a yellow square will be transported to corridor F.

The players should be initially unaware of the positional relationship between corridor F and room E. Since the heroes will probably have been split up this means they will have to try to rejoin each other. If during the course of this, one of the groups gets into combat, the other must remain inactive until the combat is over.

ROOM E

The Leader may position any transported heroes and henchmen anywhere in the room. The transportation is only one way and the heroes will have to discover a different route out of the dungeon.

ROOM F

As per E above.

ROOM G

This small room is unusually shadowy. If the heroes move into one of the marked squares while they are in the room and then leave through the south door, an

unusual magical effect takes place. Unknown to them the heroes then re-enter room E through the north door. The GM should set it up as a new room and try to make the players believe it is different. If they then go east of course they will find themselves in 'another' room G. This magical recursion could go on forever but after a while the heroes will probably smell a rat and try backtracking, at which point they will end up north of room E!

ROOM H

This hall is the temple of the Bloody Mask sect. There is a magic circle inscribed on the floor at the far end. The Chaos Champion here wears the second of the Changing Faces. This mask resembles a skull with a single eye. If the Champion is killed his body will vanish but after one complete combat turn he will reappear at full strength on the square of his death, or an adjacent one if it is occupied.

The only chance for the heroes is if one of them stands in the magic circle. If this happens, the Champion immediately dies all the deaths he avoided by means of the mask. Only the mask remains, along with the magical key the heroes were looking for. If the heroes search for hidden treasure they will find 600 gcs beneath a secret floor panel.

THE THIRD DUNGEON

Once the heroes have the key in their possession, the entire east wall of the temple begins to pulsate with a blood red light. A large black metal gate materializes in the middle of the wall, through which the players will be able to see a flight of stairs that lead down from the gate into the dungeons below. If they want to, you should allow the players leave the complex in order to rest and recuperate before tackling the final encounter. The Third Dungeon again has three levels, the third being the quest location. Results of 'stairs out' on the Passage End Table should be ignored. The only way out is to backtrack to the entrance. The first quest room generated on the first or second levels will be the Lair of Zorin and his three remaining bandit followers.

ROOM I

This room is filled with a perpetual storm of blue lightning. It is not harmful to most heroes but any wizard entering the room will be blasted back out of the entrance and suffer 2 damage dice of injury. This trap only works once.

ROOM J

This room is the sacrifice chamber used by the cult. Numerous prisoners hang on the walls, unfortunately all dead. The leader of the Bloody Mask sect, a Chaos Lord, stands guard here. The GM should play him as if he is the final threat. He wears the last of the Changing Faces. This mask vaguely resembles an eagle's head but with blue feathers. It automatically makes the wearer a *Fearsome Monster* (see AHQ p40). This room contains 400 gcs and the results of four rolls on the Treasure Chests Table.

ROOM K

This room contains the shrine of Tzeentch. The two chests each contain the results of four rolls on the Treasure Chests Table. However, after the first hero enters the room the undead form of Alaric Von Loth will magically appear and attack them. He is being controlled by the power of Tzeentch in the shrine and will show no mercy.

Alaric counts as an Undead Champion (see the AHQ reference sheet) but due to the strength of the spell binding him he is immune to all harm for the first four turns. The players should not be told this fact though and damage markers should be placed as if Alaric was suffering wounds. In addition to this, he wields his greatsword White Reaver. His damage dice are therefore five not four. White Reaver's magical power means that it never fumbles and allows an automatic free attack every round.

THE BANDITS' LAIR

Herman Zorin and his bandits are available as characters throughout the adventure and are best used in this way. However, those of them that are still alive by

the time the Heroes reach the Bandits' Lair will set up an ambush. When the door is opened to the quest room the GM should place the remaining bandits on the board. The first bandit must be placed in the room, the second is placed as a wandering monster behind the party, the third in the room etc. If any of the bandits escape this encounter, they will attack again as the heroes leave the dungeon. They may automatically be placed as if the GM had the required number of character counters as soon as the heroes return to the level with the lair on it.

THE CHANGING FACES

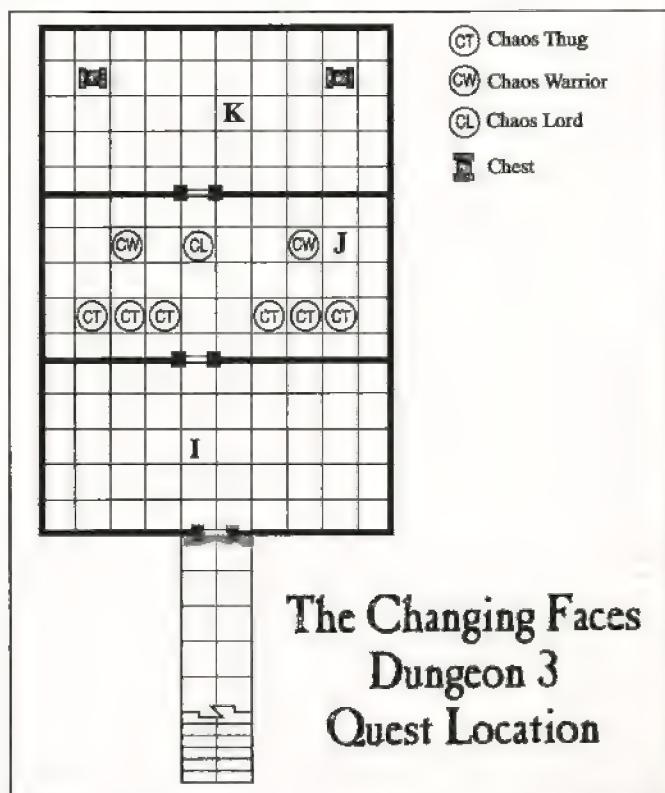
The Changing Faces are chaotic items forged by Tzeentch. Any hero foolish enough to try one on must spend a fate point to avoid a horrible death. The GM should, however, hint that this might be unwise. The heroes may leave the Faces in the castles or may take them and destroy them later.

THE END OF THE QUEST

The players should be awarded fate points as follows

TOTAL NUMBER OF EXPEDITIONS	3-5	4-6	7-8	9+
Herman Zorin killed	1FP	1FP	-	-
White Reaver recovered	1FP	1FP	1FP	-
Changing Faces destroyed	2FP	1FP	1FP	1FP

And as promised, the Imperial treasury will pay 750 gcs for Herman Zorin's death if they are presented with his head.



ADVANCED HEROQUESTTM

RIVERS OF BLOOD

By Carl Sargent

Following the death of his uncle, Count Rutger, Johannes von Bleistift has inherited his uncle's title and the family seat, Alptraum Manor, an ancient, rambling building on the edge of the Forest of Shadows. Since the old Count's burial in the vaults deep beneath the manor, his nephew has been increasingly troubled by nightmares, and in the early hours of the morning horrid sounds and noises echo through the rooms of the house... Desperate to put an end to his nightly torment, Johannes hires a group of adventurers to investigate the cellars and catacombs beneath the house.

This is a quest for a minimum of four experienced Heroes, who should have completed at least one epic quest (such as the quest for the Shattered Amulet, or the Lichemaster quest from *Terror In The Dark*) before they undertake this one. They can take as many Henchmen with them as they like...

GM SUMMARY

The young Count Johannes is not being entirely honest with the Heroes he is hiring to investigate the strange noises coming from underneath Alptraum Manor. While it is true that Count Rutger von Bleistift is dead, he is in fact Undead and lives on as a powerful Vampire. Because of his nobility and power, drinking the blood of ordinary mortals isn't enough to sustain him. To maintain his dark powers, he needs the blood of exceptional people like the Heroes. Johannes looks after his uncle well, for he himself wishes to become a Vampire, and hopes that the old Count will one day give him the blood kiss in return for his faithful service. To this foul end he has lured the Heroes to Alptraum Manor, where he plans to trap them in the warren of cellars and catacombs, so his uncle can prey on them at his leisure.

The old Count is not unprotected, his dark underground realm swarms with Undead horrors. While he was still alive he employed a brilliant locksmith and thief to put traps on most of the doors of the cellars and catacombs. The Heroes will have to deal with these as well as the Vampire's Undead servants.

There are two levels of catacombs and cellars below the Manor house and the Heroes will find themselves trapped within the dark passages as soon as they enter them. They will desperately need to find a way out of the cellars, but the only way to escape is by killing or incapacitating Count Rutger. Fortunately for them, there is a tomb on the upper level of the catacombs which was consecrated by a cleric of Mort, the God of Death. The Heroes can rest and regain fate points here, without being molested by Count Rutger (who cannot enter the room). If they find this tomb (at Location J), they have a sporting chance of completing this quest. If they don't, they're going to end up as involuntary blood donors.

This quest contains a very special Character Monster and some new rules. The GM needs to be very familiar with the Vampire Count Rutger, in particular. This Character monster has been designed to infuriate the Heroes and make them long to destroy him!



WAYNE ENGLAND

SPECIAL CHARACTER MONSTERS

SVEN WIDERLICH, UNDEAD CHAMPION

Sven has served his master for over a hundred years, in life and in death. He has magical armour, weapons and some miscellaneous magic, all of which might come in useful to the Heroes or Henchmen if they can get them. Sven guards the upper catacombs level, keeping intruders away from the Shrine of Morr.



COUNT RUTGER VON BLEISTIFT, VAMPIRE

Vampires are among the most dreaded of all monsters in Advanced Heroquest. They have many special powers and attacks, and the GM should make sure he is familiar with all of them before running this quest.

Fearsome Monster, Regenerating Monster, Invulnerable Monster: The Vampire is all three of these things, making it incredibly dangerous! These rules apply as per the rules for Alternative Monsters on page 40 of the Advanced Heroquest rulebook.

Hypnotises: A Vampire can hypnotise any one enemy model within its Death Zone each combat turn. All it has to do is to gaze at that model with its glowing, bloody red eyes, and the target must make a successful Bravery test, otherwise he will be paralysed with fear for that combat turn, unable to do anything except feebly defend itself. If the Vampire is in hand-to-hand combat with the model it has hypnotised, it gains +2 on all hit rolls against its target.

Spells: Count von Bleistift can use the Dark Wizard spells *Fireball*, *Flesh Flaying* and *Strengthen Undead*. Details of all three of these spells can be found on the next page.

Two Attacks: A Vampire can attack twice in each combat turn, one bite with its fangs and one claw attack. If the Vampire inflicts damage with its fangs, the victim suffers a Strength drain. In addition to any Wound loss caused by the bite, the victim is numbed and chilled and must subtract 1 from his current Strength score. Lost Strength points are normally only regained at the end of the current expedition, but in this adventure they can be regained at the Shrine of Morr within the cellars.

Blood Points: This is a unique rule which only applies to Count von Bleistift. The Count is a very, very old Vampire, and much more powerful than an ordinary undead monster.

Within the sanctuary of his own catacombs, he is able to draw upon ancient reserves of strength and power. To represent this, the Count has a number of Blood Points which he can spend on the following special actions (only 1 special action per exploration or combat turn):

Count's Action	Blood Point Cost
Move at double normal rate for one turn.	1BP
To negate the effects of any one hand-to-hand blow, or missile, which struck him during a combat turn.	1BP
To completely negate the effects of any one spell cast at him during a combat turn.	1BP
Reset any magic trap, anywhere in the entire dungeon, which the Heroes have managed to disarm.	1BP
Teleport from any one location within the dungeon another.	2BP

Teleporting needs to be conducted carefully during this adventure, and hints are given to the GM on how to get the best out of this manoeuvre.

The Count starts the adventure with 6 Blood Points (you can use the Monster Wound Markers to keep track of them). He can increase this number by successfully biting a Hero or





Henchman in combat. Each time he does this, add 1 Blood Point to his total, but he can never exceed a total of 8 Blood Points at any time (he's bloated with blood and sated with the magical energies this gives him). The Count will always keep at least 2 Blood Points as a basic "blood bank", to allow him to fend off the effects of dangerous weapons and spells. If he's reduced to zero Blood Points, he turns into a cloud of mist which travels towards his great catafalque in location . The cloud moves 12 squares per turn and can pass under closed doors. Within his catafalque, the mist re-forms into his body, but the Count is then helpless and can be slain, providing the Heroes have the right tools from the Shrine of Morr to destroy him. If they don't, at least the catafalque room contains an exit from the dungeon, so they can escape.

The Count could turn into a bat, rat or wolf if he wished, but frankly it's beneath his dignity, so he doesn't bother. A wily and powerful brute, he is unaffected by many of the things vampires are supposed to be repelled by, such as garlic and mirrors. The Heroes may find out about this in the Count's study (Location M).

NEW MONSTERS

The Heroes will encounter four new types of monster in the Count's dungeons: Giant Rats, Giant Vampire Bats, Wolves, and a new type of Ghoul. We have printed colour monster counters of some of these new creatures, which you can cut out and glue on to thin card for use in the game. You will also find four Coffin/Tomb counters which may be used in the same way. Citadel Miniatures also make metal miniatures of all these creatures. Monster Reference Tables are given at the end of this adventure.

The Ghoul in this quest takes slightly different form to the Ghoul in *Terror In The Dark*. The Ghouls of Bleistilt Manor rake victims with their filth-encrusted, poisonous talons, causing an extra Wound damage, included in the Monster Reference Table. They are also *Fearsome Monsters* and, while not dangerous alone, a pack of them can be a menace to any group of Heroes.

The Giant Vampire Bat has a special bloodsucking attack. If the bat strikes with a critical hit (a natural 12), it does not get additional damage dice as normal. Roll two damage dice as usual, but the Vampire bat will automatically inflict at least 1 Wound, irrespective of those dice rolls, because it has sunk its yellowed fangs into its victim's neck. Once it has done this, it clings to the character until killed. On successive rounds, it gets double the normal damage dice (4 dice) and, irrespective of the damage dice rolls, it always inflicts at least 1 Wound per combat turn due to blood draining. All attacks on a Giant Vampire Bat which clings to a character in this way are made with a -3 penalty to dice rolls, since it is very hard to strike at the bat rather than the person it is clinging to. Any fumble by someone striking at such a Giant Vampire Bat will automatically inflict damage on the character being blood-drained by it.

FIREBALL

Component: Pinch of Warpstone

A ball of black fire with yellow and blue flames licking at the edges hurtles from the caster's hand towards the chosen target. Place a fireball template anywhere within 12 squares of the caster, along his line of sight. Any models (friends or foes) which fall at least partially under the fireball template are automatically hit. Roll 5 damage dice to see what effect each hit has.

FLESH FLAYING

Component: A sharp-bladed miniature dagger

The caster points the dagger at a single model target within his line of sight. The target immediately loses 1 Wound as its flesh begins to bubble and blister, and the skin starts to flay away from its body. The target also loses 1 point of current Strength. Each combat turn afterwards, the target is allowed to make an Intelligence test. If the test is failed, another wound is lost in the same way and current Strength is also reduced by 1 point.

If either Wounds or Strength are reduced to zero, the target is immediately slain. If the Intelligence test is made, the target suffers no more losses of Wounds or Strength, but the losses it has suffered previously are not undone. The pain of the flesh flaying is so severe that a Wizard affected by it cannot cast any spells himself until he makes an Intelligence test to end the spell effects.

STRENGTHEN UNDEAD

Component: A handful of grave dust

The caster flings the grave dust into the air and whispers the incantation. As he does so, a baleful moaning rises up in the room or passage the caster is in. All Undead creatures (including the caster, if he is Undead) gain 1 point each of Strength and Toughness, and 1 extra damage dice. The effect lasts for one full combat turn. After that, the caster has to make an Intelligence test each combat turn. If he makes the test successfully, the spell effect is sustained. If the Intelligence test is failed, the spell effect is immediately lost.

NEW HAZARDS AND TRAPS

The Count's catacombs are protected by doors which are locked and trapped.

Locked Doors: Locked doors can be forced open by Heroes if one of them rolls 8+ on a dice roll (add 1 to the dice roll for a Dwarf). Many of the locked doors in this dungeon can also be opened by the Skeleton Key found in location G. If a locked door can't be unlocked or easily forced open, a Hero must break it down with a hefty shoulder-charge. This automatically works, but the Hero has to make a Toughness test or he will lose 1 Wound (these doors are very tough!).

Trapped Doors: Many of the doors here are trapped. Individual locations give details of how these traps work. You may wish to consider using trapped doors in standard Advanced Heroquest games. If this appeals to the GM, use the table below for setting traps on doors in standard adventures. Trap counters are used in the normal way to place such traps.

DOOR TRAPS TABLE			
D12	TRAP TYPE	SPOT CHANCE	DISARM CHANCE
1-2	Fighting Doorknobs!	None	None
3	Shock	8	11
4-5	Poison Dart	9	8
6	Spike	6	7
7	Guillotine	6	8
8	Door Swings!	9	10
9	Warp Door	11	11
10	Cage	10	9
11	Screaming Door	None	None
12	Acid Spurt	10	9

Fighting Doorknobs! The door has toughness 7 and 3 Wounds. It attacks by firing solid iron doorknobs at characters up to 8 squares away (to hit: 4+ at range 1-3 and 6+ at range 4-8). Each doorknob hit inflicts 3 damage dice. When the Wounds score of the door is reduced to zero, it can fire no more doorknobs in this manner.

Door Swings! When the door is opened, it immediately flies right back into the face of the character who opened it, causing 4 dice of damage. The only way to keep the door open is to wedge it with 5 iron spikes or a dagger, knife, or larger sharp weapon, and this must be put in place as soon as the door is opened.

Warp Door: The door instantly displaces characters passing through it into the warp. They remain there for 0-3 combat or exploration turns (roll a dice, divide by 3 while rounding fractions up, and take 1 away from the number obtained). The characters are unharmed in the warp, but they are removed from play during this time. When they reappear, the GM can place them anywhere he chooses within 3 squares of the door, on the other side from the one they were on previously.

Cage: When the door is opened, a metal cage drops from the ceiling and seals off any characters in the 4 squares around the

outside of the door. Sharp metal spikes are then shot from the metal plate at the top of the cage down onto those trapped inside. Characters are allowed a Speed test to dodge the spikes. If they pass the test they suffer no damage, but if they fail they must take 3 dice of damage. For every character additional to the first trapped in the cage, there is a penalty of +2 to the dice roll, as there's less room to dodge. So if there are two people trapped in the cage, they would get a +2 penalty while three people would get a +4 penalty, and so on. The bars of the cage can be bent if a character makes a Strength test with a +4 penalty. Only one character can escape through a hole each turn, but more than one gap can be made in the bars, of course.

Screaming Door: The door utters a piercing shriek when opened. The GM should immediately place a group of Wandering Monsters anywhere within the characters' line of sight, as far away as possible, who rush to attack the characters. If there are monsters inside a room behind the door, these extra Wandering Monsters won't appear inside the room (have them hurtle down a passage outside to pincer the characters!).

Acid Spurt: When the door is opened, a jet of corrosive acid spurts from a secret compartment built into the door. Any character standing on a square next to the door must make a speed test with a penalty of +2 to the dice roll. If the character fails, he doesn't manage to dodge the acid, and suffers 5 dice of damage. If any of the characters' equipment is made of metal, it may also be affected. The GM rolls a dice: 1-6, armour is affected; 7-9, hand weapon is affected; 10-12, shield is affected. Armour loses 1 point of toughness rating; a shield is ruined and a hand weapon loses 1 damage dice. This only applies to items made of metal – so chainmail armour is affected but leather armour is not. All weapons have enough metal in them to be damaged – don't listen to any player who says his Dwarf is carrying a stone axe!

WANDERING MONSTERS

At certain locations in the dungeon, the Heroes may meet Wandering Monsters. These locations are specified on the maps. The GM should roll a dice as soon as any Hero or Henchman has a line of sight to the location where the Wandering Monsters may appear. If the dice roll is 7+, then there will be an encounter with these Wandering Monsters. Consult the Wandering Monsters Matrix below. The Wandering Monsters here never have any form of treasure.

WANDERING MONSTERS MATRIX	
D12	Wandering Monster(s)
1-2	2 Giant Rats
3-4	2 Zombies
5-6	2 Giant Bats
7	1 Skeleton & 1 Zombie
8	5 Zombies
9	2 Skeletons
10	4 Giant Rats
11	1 Skeleton & 3 Zombies
12	3 Ghouls

BACKGROUND FOR THE PLAYERS

Read the following to the players when you're ready to begin this quest.

"You are sitting in a tavern waiting to be served when a rat-faced scrawny little fellow shuffles up to you and hands you a note. You give it to the Wizard, since he's much better at reading than any of the rest of you. Twiddling his beard thoughtfully, the Wizard reads out the message:

'My good fellows,

I have need of the help of worthy adventurers such as yourselves. My name is Johannes von Bleistift, a young nobleman who has just inherited Bleistift Manor after the demise of my uncle. The Manor is large, with extensive cellars and caves below it, and since I have taken up residence there I have heard strange sounds at night – scrabbings, groans and the sound of something being dragged along stone. My dog, a fierce Estalian Snarler, lies in a corner of my drawing room with the hackles raised along his back, whimpering pitifully. Alas, I have dared not investigate the mysteries of the cellars; I have no map to guide me, and as a youth I learned my letters and studied law, not the skills of Warriors or Wizards. I offer to pay you 50 Gold Crowns apiece if you will investigate this mystery, map the cellars, and remove any hazards or perils therein. Please do not delay. I am in earnest need of your help.

Yours most faithfully,

Johannes von Bleistift'.

You consider this and look around for the thin messenger, but he has already sneaked away. When you ask the barman for directions to Bleistift Manor he looks at you strangely, and mutters a few words of prayer under his breath. As if keen to be rid of you, he ushers you outside and directs you up the hill to the north, instructing you to follow the twisting road, go past the Grove of Warped Elms, through the iron gates and up the drive....

You reach the Manor at dusk. It is a long, low house, built from local stone, its walls covered with moss and ivy. The dark windows reflect the clouds which flow across the evening sky in a curious fashion. Though the place appears to be uninhabited, the door is answered as soon as you knock. Johannes von Bleistift invites you into the chilly drawing room and offers you a glass of dry sherry while he explains the situation. He is a pale, drawn young man, and seems quite afraid of what may be found below the Manor. He claims to have been studying in Marienburg for the last five years, and knows nothing about the history of the house or the layout of the cellars below it. He takes you to an old cold store, and shows you a large wooden trapdoor laid with a massive iron ring. This, he says, opens onto a flight of stone steps which leads directly into the cellars. All it takes is a hefty pull from a Dwarf or Warrior, and a mysterious adventure beckons..."

You may allow the players to have 25 gold crowns each as an advance from Johannes if they want to stop and ask for this (and they can go back to the village where they were drinking and buy equipment with this money). Modify this introduction accordingly if the players built in with this request. Now they head down into the cellars...

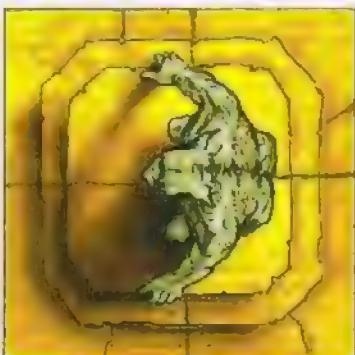
MONSTER COUNTERS AND DUNGEON EQUIPMENT



Giant Vampire Bats and Giant Rats



Tombs and Statues



CELLARS UPPER LEVEL

LOCATION A: THE ENTRANCE

When the Heroes are all beyond the first two squares of this first passage section, there is a tremendous crash from behind them and they turn to see massive stone blocks falling from the ceiling completely blocking the way back! There is absolutely no way for them to return back up the stairs they came in by. They are now trapped, and have to find another way out. A disembodied, evil laugh can be heard drifting down the passageway ahead...

LOCATION B: THE COAL HOLE

This room was once used for storing coal and timber. There's still a cloudy, sooty atmosphere in here and you should apply a -2 penalty to all hit rolls for missile fire into this room. The skeletons here have no treasure.

LOCATION C: TRAPPED DEAD END

There is a Fireball trap in each of the two end squares of this section.

LOCATION D: STORAGE CHAMBER

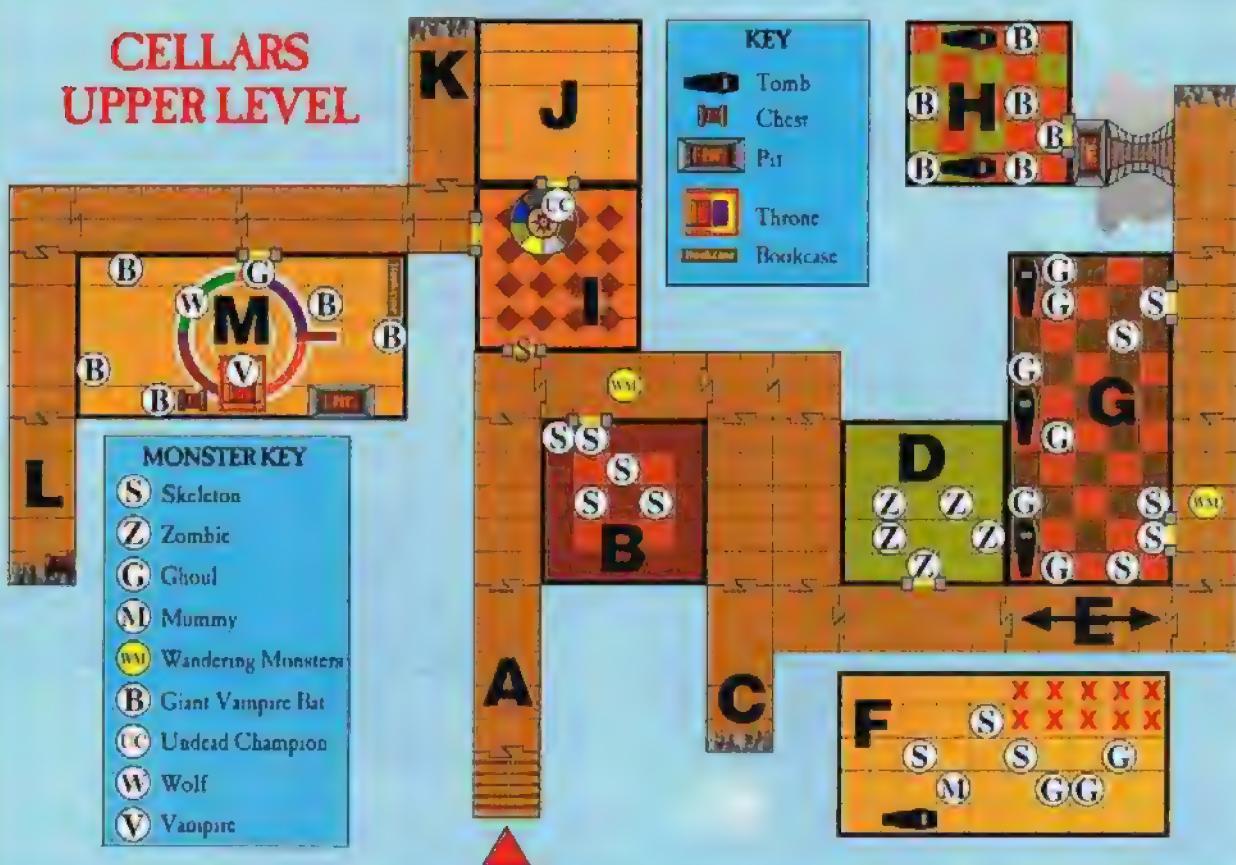
This room has a trapped door which is also locked. The door trap is a Swinging Door trap, which is activated as soon as the door is opened. Inside the room, the Heroes will be able to see sacks, rotten barrels, great broken bell-jars and similar rubbish.

If the Heroes overcome the zombies, they can search this junk. If they do, a Giant Rat jumps out and bites whoever is searching (if more than one character is searching, determine who gets bitten randomly). The Giant Rat inflicts an automatic Wound because of surprise, and then it fights normally. When the Heroes dispose of the Giant Rat they can find a 10' rope and 10 iron spikes hidden in the rubbish.

LOCATION E: SWIVELLING PASSAGE

When at least two Heroes stand along this passage section, the whole passage section swivels. It is hinged along its north side, and its south side simply falls down so that the passage section becomes a huge flap! Any Heroes standing on the passage section at the time are dumped down into Location F (see below) and suffer an automatic Wound. The passage section then immediately flies back up and forms solid ground above the Heroes. Those who have fallen will be trapped in Location E. Those still above can descend by entering this passage section and taking a voluntary drop, or they can hammer some iron spikes (5 per character to work properly) and tie some rope around their waists (10' of rope per character to work properly). If they do this, and then step onto the passage section, they will get dropped down, but the rope will prevent them from falling on to the ground in Location F and they won't suffer automatic Wounds. It takes one turn to hammer spikes into the floor and tie a rope around a character's waist.

CELLARS UPPER LEVEL





JOHN BLANCHE

LOCATION F: THE MUMMY'S TOMB

Place the long room piece beside the passage section which it drops into. The skeletons, ghouls and mummy in here attack ferociously and they get to move and act first against characters who have fallen down into this room. Characters fall into squares directly below those of the passage section E, which is directly above the north portion of this room as shown. The mummy wears a magic Amulet of Iron.

The mummy's tomb is covered with a thick coat of mouldy fungi, and any Hero opening the tomb to get at the treasure inside is automatically affected as by a Magic Mushroom Hazard. Inside the tomb, the Heroes will find a bag with 150 gold crowns, a quiver with 12 arrows, and a Magic Spear which inflicts 1 extra damage dice on a successful hit, but which also fumbles on a roll of 1 or 2, which is double the usual fumble chance. (Don't tell the players about this until appropriate – that is, when the character using the spear rolls a 2.)

LOCATION G: TOMBS OF THE SERVANTS

This room is full of skeletons and ghouls, gnawing at the old bones scattered around the lead coffins (the coffins are still sealed, though). Both the doors to this room are trapped with Fighting Doorknob traps. As soon as one door is opened to this chamber, the other door automatically opens and the monsters inside will come out to fight unless there are characters blocking the way at both doorways.

All the coffins are sealed, and each one is trapped (determine the traps randomly from the Chest traps table in the Advanced

Heroquest rulebook, page 33). The first coffin opened contains a withered body, in rotted butler's clothes, with a gold bracelet worth 40 gold crowns. The second coffin contains a normal skeleton which jumps out to attack. If the GM wins the initiative, the skeleton attacks first in the first combat turn. This skeleton wears a heavy girdled leather belt, on which hangs a purse containing 30 gold crowns, and a Skeleton Key made of silver. The third coffin opened has a rotted body dressed in the remains of footman's clothes (the red cloth of the jacket and gold threading of the epaulettes can be seen), but if this is opened, any character standing in a square next to the coffin must make a Toughness test, as a filthy cloud of foul gas spreads around it. If the test is failed, the character loses 1 point of current Strength, and doesn't regain this until another two combats have been fought (unless a Fate point is expended to avoid this, of course). This last coffin has no treasure.

LOCATION H: THE DEATH CRYPT

Place the rope bridge section as shown on the map, but tell the Heroes they cannot see what is below or beyond it since a heavy fog obscures vision. If a character steps across the rope bridge, he can see the pit beyond and, if he stands at the far end of the bridge, he can see the door set into the bottom of the pit. A character can get down into the pit by jumping (which means he suffers 1 automatic Wound) or by being lowered down on a rope. Only two characters can stand in the pit at any one time. If there is a Hero standing in the pit, it is not possible to use missile weapons to fire into the crypt from the rope bridge, since the angle of trajectory is too great. Remember to tell the players this when they open the door and fight the crypt's occupants. If they insist on shooting, then their arrows will automatically hit the Hero or Henchman standing in the doorway down in the pit.

The door in the pit is only 4' high, which makes it difficult for any Hero other than the Dwarf to fight normally. Any Hero other than the Dwarf fighting the occupants of the crypt in the doorway should subtract 2 from all his to hit rolls. This penalty doesn't apply inside the crypt, which has a 10-foot high ceiling. The door to the crypt is locked, and is also trapped with an Acid Spurt trap.

The Giant Vampire Bats inside the crypt are infected with a filthy disease: their teeth are yellowed, saliva foams at their tiny mouths and drools onto the floor. Because their bites are diseased, they inflict 1 additional damage dice on a successful hit (this applies to their bloodsucking attack too).



Read the following to the players when their Heroes are able to get past the bats and see what is in this room:

Two blackwood coffins stand in this dank and dismal chamber, bound and hinged with bronze which is etched with dark runes. A palpable aura of evil surrounds them, and the Wizard among you senses that the coffins themselves are in some way magical.

The two coffins inside this crypt are very hazardous. Each contains the body of an Undead Champion, and as soon as one is opened the other opens automatically. If any attempt is made to destroy the coffins (by smashing them with a warhammer, etc.), both open at once. Spells (such as *Inferno of Doom*) do not affect the coffins or the Champions inside them, and the coffins do not open if such a spell is used. Furthermore, powerful enchantments laid on the coffins make the Undead Champions more dangerous than usual. So long as an Undead Champion stands within one square of its coffin, it is treated as a Regenerating Monster and is also immune to any fire-based spell (such as *Flaming Hand of Destruction* or *Inferno of Doom*). When the Heroes are in combat with the Undead Champions, read the following to them:

The red glow in the eyes of the Undead horrors is matched by a very dim, faintly pulsing red glow coming from each of the coffins...

It is possible to destroy the coffins, and doing this will cancel the magical effect they have on the Undead Champions. Each coffin has a Toughness of 7, and the Heroes will need to inflict at least 3 Wounds on it with a hand weapon. This should be taken into account if the Heroes try to smash the coffins to begin with, but once they're fighting, if one or more of them is able to strike at the coffins and destroy them this will weaken the champions.

Finally, within each of the coffins is a bag containing 100 gold crowns.

LOCATION I: SVEN WIDERLICH

The secret door entrance to this room is locked, and also trapped with two traps: a Darts trap and a Shock trap! This combined trap was prepared with exceptional cunning and ingenuity, so there is one Spot Traps chance for the combination (10 or above). Each trap must be disarmed separately, and a roll of 9+ is needed to disarm each one. When the Heroes open the door, read the following to them:

Inside this guard room stands an Undead creature clad in chain mail and hefting a powerful-looking sword you guess might be magic. He stands within a magic circle, and an aura of energy crackles around him. He stands quite still, the grinning rictus of his bony face challenging you to come before him and face the steel of the keen-edged blade!

While Sven stands within this magic circle, he is immune to spells and missile fire. Any spells and missiles thrown at him simply bounce off the aura of the magic circle. He has the following magical items:

- A suit of enchanted chain mail which adds +1 to his Toughness above the usual for chain (total Toughness is 9).
- A Magic Sword which adds 1 to hit rolls and damage dice.
- A pair of Magic Steel Boots. These allow him to make a kick attack in addition to his sword attack. Steel boots allow this

extra attack with a WS of 2 below the usual for a character (so for Sven, WS is 6 with this attack) and a successful kick inflicts 2 damage dice.

- A silver flask which holds 2 doses of Potions of Healing. Sven cannot drink this potion, since he only has a skeletal body, so he will not try to use it during combat.
- Three small finger bones which Sven can cast into the air at any time during combat, while making attacks as normal. The bones will land in squares of the GM's choice. From each bone, a normal skeleton will spring up and each will attack the nearest character.

All these magical items are usable by Heroes or Henchmen when they overcome Sven.

LOCATION J: THE SHRINE TO MORR

The door to this room is locked, and cannot be opened with the Skeleton Key. It is also heavily trapped, with a Darts trap and an Acid Spurt trap (determine chances for spotting and disarming separately as normal). If the Heroes open the door, read the following to the players:

You get a pleasant surprise here! The room beyond is quiet, bare and peaceful. You see the rune of the god Morr, guardian of the dead, on the far wall. It feels welcoming and safe here, a haven from the horrors you have faced so far.

No enemy creature (including Count Rutger) can enter this chamber. The first time (only) that the Heroes (and Henchmen) enter this room, they regain all lost fate points. If the Heroes search this room, one of them automatically finds a small secret door in the wall (by the rune). This can be opened



MARK GIBBONS

easily, and inside the alcove is an ivory casket (this is worth 30 gold crowns). Within the casket there is a Potion of Healing, a Potion of Regeneration and a Ring of Greatness. The Potion of Regeneration allows the drinker to regain lost Wounds in the same way as a Regenerating Monster does. It can be drunk at the start of any turn, and its effects last until the end of the next combat. The Ring Of Greatness renders the wearer immune to fear caused by Fearsome Monsters. The player also gains an extra dice of damage against Large Monsters, and may ignore the special rules which apply to Invulnerable Monsters (ie: the ring wearer does not have to roll a natural 12 amongst his damage dice to inflict any Wounds). Additionally, there is a wooden stake with the symbol of Morr inscribed on its surface, together with a small wooden mallet, around which is wrapped the following note:

To whom may come after me...

The fiend is close by now and I have little time left. If I had been able to banish him to his great silvered coffin, I would be able to drive this sanctified stake through his dark heart and destroy him forever. But he is too strong, and now I must meet my fate. May Morr protect you!

Otto, Priest of Morr

Finally, the casket contains a grimoire, which has all four of the Bright Wizard's initial spells within it (if you have a Light Wizard from Terror in the Dark you should substitute the Light Wizard starter spells instead).

LOCATION K: TRAPPED DEAD END

There are two leather bags piled against the two end-sections of this dead end. Each contains 5 gold crowns, but unfortunately each square is also trapped with a Falling Blocks trap.

LOCATION L: RAT TRAP

The "Treasure Chest" here is anything but! When any Hero stands within two squares of this object, the lid flies open and a pair of Giant Rats jump out to attack the nearest character(s). On each subsequent combat turn, two more Giant Rats fly out of the chest to attack. You may place these Giant Rats anywhere within 10 squares of the chest, but always as near as possible to it, and you may ignore Death Zones when so doing. Giant Rats only stop appearing from the chest when all characters are at least 4 squares away from it, or when the chest is destroyed (it has toughness 8 and 3 Wounds). Simply slamming the lid shut won't stop Giant Rats emerging! Arrows and thrown spears just bounce off the chest, but it can be damaged by spells, hand-held weapons, and thrown axes or hammers.

LOCATION M: COUNT VON BLEISTIFT'S STUDY

This room is decorated with a huge comfortable armchair (use the Throne, but no special magic rules apply) and other furnishings (if you have MB Games Heroquest you may add the Bookcase and Table here). The Count is seated on the Throne when the Heroes enter. Initially, he leaves combat to the Giant Vampire Bats the Ghoul, and his Great Wolf, using spells to attack the Heroes from a distance. If appropriate, he uses a Blood Point or two to negate spells cast at him. When he can do so, he will fly from his Throne (he ignores Death Zones when flying, and he can also fly through any square with a Giant Bat in it) and tries to regain one or two Blood Points by biting a Hero.

If the Count is reduced to half his normal Wounds or below, he will wrap his cloak about himself and fly straight down the pit. The GM must make sure the Count doesn't die here —try not to run his Blood Points down too low, let him escape while he's still fairly healthy, he's going to make another appearance, after all.

If the Heroes drive the Count off, they can search this room. There is a scroll with the spell Flame of the Pheonix written on it hidden in the bookcase. The Treasure Chest here is trapped with a Fireball trap, but all it contains is a note from the Count. Read the following to the players when they find this:

My dear fools,

There is no treasure for you here, only death. My excellent nephew brought you to your doom, lured by your own greed for gold. I look forward to sampling your delicious, warm, spicy blood! By the way, if you believe those old tales about Vampires being affected by mirrors, symbols of effete gods, running water and such nonsense, you are fools. I enjoy garlic personally, it's the Bretonnian blood of my great-grandfather. One of my power has no such weaknesses!

DOWN THE PIT!

The only way to get down to the lower level is by dropping down the pit in this room. The floor of the lower level is 20 feet down. If any character simply jumps down, he suffers 2 automatic Wounds. A character descending carefully on a rope (held by other characters or fixed to the ground above with 5 iron spikes) must make a Speed test. If the test is successful, the character suffers no Wounds. If he fails, the character slips off the rope during his descent and suffers 1 Wound.

CELLARS LOWER LEVEL

GM'S NOTES

The lower level of the dungeon is very dangerous indeed! The Heroes drop down onto the squares marked in Location N (or as close as possible if monsters and other characters occupy those squares). Use the Count's Blood Points and teleporting ability to lure them away from his real tomb in Location T. The rest of the dungeon is filled with monsters and traps to weaken the Heroes before the Count arrives to give the coup de grace.

LOCATION N: WOLF GUARDS

There are three great Wolves in this bare room. Each wears a leather collar with a glowing red gem set into it. While a Wolf wears one of these collars, it is a *Regenerating Monster*. A character can try to chop the collar off with a blow from a sword or dagger, but when trying to aim for the collar he must suffer a penalty of -3 to the hit roll. Damage caused is only half normal damage dice, but the collar will be cut away and the monster stops regenerating. Don't tell players this unless they specifically ask whether their characters can try to do something about the collars. The collars cannot be used by characters!

LOCATION O: FAKE TOMB

The door to this chamber is locked and has a Spike trap. If the characters defeat the Undead monsters here, they find what looks like a silver tomb with a lifelike etching of the Count on its slab. However the silver is just a thin veneer and the tomb is really made of iron.

If the Heroes open the tomb, a hollow laugh echoes up from inside and a Gas trap is sprung. Inside the tomb is a leather purse with 100 coins. These look just like gold crowns, but they are made of copper with a thin gilt coat and are worthless, as the Heroes will find out when they try to buy anything with them. Whoever they give the "gold" to will be so offended that he will increase his prices by 20%!

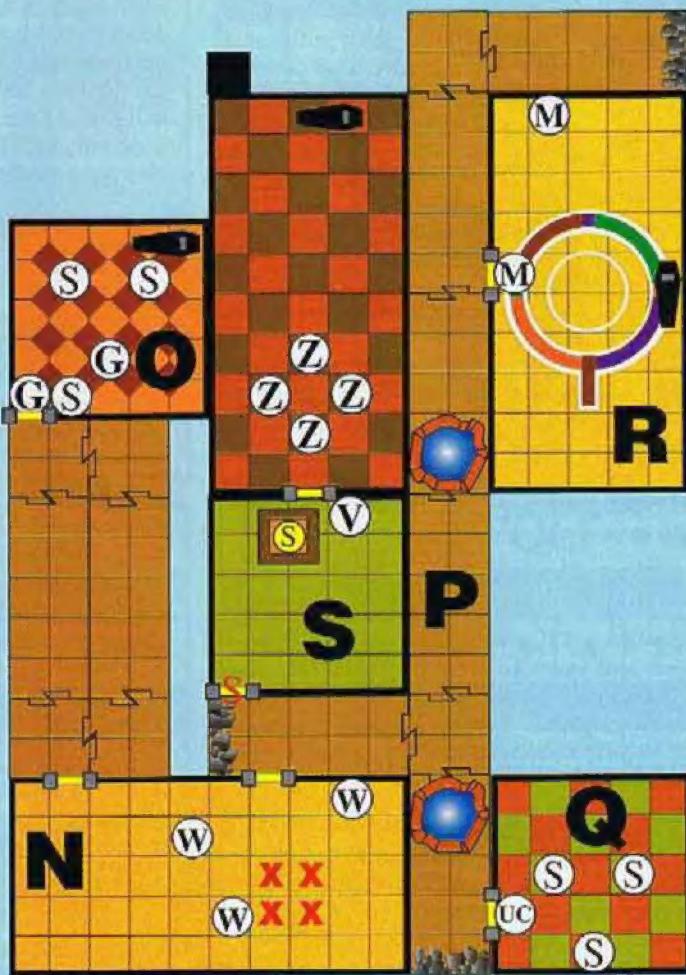
LOCATION P: THE CORRIDOR OF POOLS

Place two pools in this long corridor as shown on the map. The pools are special traps. They appear to contain water, but this is an illusion, and the Wizard will be able to detect this if he makes a successful Intelligence test. However, the pools are some 15 feet deep and will have to be crossed. They can be

CELLARS LOWER LEVEL

MONSTER KEY	
S	Skeleton
G	Ghoul
Z	Zombie
M	Mummy
UC	Undead Champion
W	Wolf
V	Vampire

KEY	
XX	Squares into which Heroes land from pit.
	Pool
	Statue
	Secret wall alcove
	Tomb



RIVERS OF BLOOD

jumped across, and no Speed test is necessary to avoid falling into a pool. However, whenever a character jumps a pool, roll a dice. If you roll 7+, a fireball hurtles upwards from the bottom and the character jumping must make a Speed test with a +3 penalty added to the dice roll. If he makes the test, he isn't harmed and lands on the other side. If he fails, he suffers 5 dice of damage and has to make a Toughness test as well! If this is failed, he lands heavily on the other side of the pool, falling down, and suffers an extra dice of damage. These traps are not activated by the Count himself, of course.

Wandering Monster: As soon as you have two characters on one side of either pool, and the rest on the other side, a party of Wandering Monsters will arrive, heading out of Location N towards the characters!

LOCATION Q: THE SKELETAL GUARD

This old armoury is manned by an Undead Champion and three Skeleton attendants. There is a weapons rack here, so if you have MB's Heroquest game you can use the weapons rack piece for this. Most of the weapons and armour in this room are rusted and useless, with the exception of two swords and a suit of man-sized chain mail armour which are all usable.

LOCATION R: SECOND FALSE TOMB

This large chamber is draped with rotten black wall hangings and foul wall mosaics portraying the Count ripping throats out of his victims! The monsters here, the two Mummies, have a special defence which makes them very dangerous. They are immune to magical attacks of all kinds, but each time a Mummy is hit by a spell which would normally cause damage, roll damage dice as usual. For each Wound of damage which would have been caused, the Mummy gains 1 Wound point. It is possible for a Mummy to exceed its normal Wounds total in this way. If such a spell is used, the Mummy actually appears to grow slightly! When the Heroes enter, tell them that the Mummies shimmer with a faint magical light, but don't tell the players what the Mummies' special defence is.

The tomb is an imposing, great sarcophagus some ten feet long, and its sculpted surface shows the Count reclining. It needs two Heroes to lift the lid off, and these Heroes will not be able to perform actions in the first combat turn to come (the lid is very heavy). From inside the tomb, a seething mass of blood-red, veined, black rubbery tentacles bursts forth and attacks all the characters in the room! The tentacle mass has Toughness 7 and Wounds 10, and it fills the entire room as it bursts out, making movement impossible.

The tentacles can attack everyone until they themselves are destroyed; they have WS 8 and cause 3 damage dice on a hit. If a critical hit is rolled (a 12), a tentacle wraps itself about a character's throat and starts to strangle him while also draining blood through a puncture wound in the neck! On each combat turn thereafter, the character automatically loses 1 Wound and the tentacle mass automatically gains 1 Wound from the nourishing blood!

If the characters manage to destroy the tentacles, the mass bursts and the floor is suddenly covered with foul, sticky blood. All the Heroes get a good dose of the muck over them, and have a penalty of 1 to Speed scores for the remainder of the expedition, unless the muck gets burned off with a fire-based spell (such as a Fireball, so jumping over a "pool" in Location P can actually have one beneficial effect!). There is no treasure in the tomb.

LOCATION S: THE STATUE GUARDIAN

The only way into this chamber is via the secret door shown on the map. The door is locked and has an Acid Spurt trap set on it. Before the door opposite stands a great stone statue of a wolf-headed man with giant bat wings. If you have the Terror In The Dark supplement, you can use the statue counter for this. The room itself is draped with black and red curtains covered in vampire bat designs. The door behind the statue is made of a deeply red-stained wood.

As soon as anyone opens the main door the statue animates, and the Heroes will have to destroy it to reach the door opposite. The statue has Toughness 10, 4 Wounds, WS 9 and a hit inflicts 4 dice of damage. If a character fumbles with a hand weapon when fighting the statue the weapon breaks on the hard stone of the statue!

When the characters enter this room, the Count will be standing beside the statue (assuming he's still around and hasn't been banished to his tomb), but will retreat to Location T beyond as soon as his Wounds are reduced to half normal. All the Count has to do is to touch the red door, and he automatically passes right through it into the room beyond. This only works for the Count, of course.

LOCATION T: THE TRUE TOMB

This is the Tomb Room of Count von Bleistift. The enormous sarcophagus at the back of the room is where the Count will retreat to if reduced to zero Wounds and forced into mist form.

The Count is arrogant and believes he needs no special defences here, other than the four Zombies in the chamber. If the Count has any spells left he will position himself behind the Zombies, use his spells, and then make his way forward into hand-to-hand combat. Otherwise, he waits just inside the door and attacks the first character to enter. The door to this chamber is locked but not trapped.

THE TOMB AND THE TREASURE

If the characters manage to kill the Count, read the following to them:

With a despairing cry the ghastly Undead fiend crumples at your feet. His body is cold and limp, yet somehow you know that you have not destroyed him yet. From his remains, a wisp of mist rises and drifts under the lid of the great sealed catafalque you see in the distance!

The characters now have to destroy the Count within his tomb. The lid can be opened safely, although it takes two characters to do this. Inside the tomb, the Count's body is beginning to re-form on a bed of earth. The Count can only be destroyed by plunging the stake of Morr (from Location J) into his heart. If the Heroes don't have this, they can't kill him. The Count's body will slowly re-form, and no magic or weapons will prevent this!

If the Heroes use the stake in the time-ordained manner, read the following to the players:

A terrible, ghastly shriek is ripped from the blood-red lips of the Count's re-forming body and a great gout of blackish blood spurts from his chest! His skin peels away from his yellowed bones, which crumble and fall to dust, leaving only a reeking pool of filth behind!

If the Heroes now explore the tomb thoroughly, they can find two Treasure Chests hidden in a secret compartment below

the earth. The first of these contains a sack with 200 gold crowns, a ruby ring worth 100 gold crowns, a jewellery box worth 50 gold crowns, and three Potions of Healing. The second chest contains a diamond brooch worth 250 gold crowns, a magical dagger which inflicts 5 dice of damage per hit, a scroll with the spells *Inferno of Doom*, *Swift Wind* and *Flaming Hand of Destruction*, plus a magnificent tiara set with small pearls and an amethyst worth 500 gold crowns. It's a big reward, but if the Heroes manage to destroy the Count, they deserve it.

OUT OF THE VAULT

At the point shown on the map is a secret alcove, which the Heroes will discover automatically if they search this room. In the alcove is a lever, which if pulled down opens a small secret door behind the tomb. Stairs behind the door lead upwards along a wooden spiral staircase and emerge at another secret door which opens behind a wardrobe in the manor house, allowing the Heroes to escape. The Count's nephew has fled, and there is nothing of value left behind. But at least the Heroes have escaped with their lives....

RUTGER VON BLEISTIFT - VAMPIRE

WS	BS	S	T	Sp	Br	Int	W	PV
9	8	7	9	8	10	10	7	22

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	5

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

Fearsome, Regenerating, Invulnerable Monster.
2 Attacks (Claws and Fangs). *Hypnotises, Strength Drain*

SPILLS / MAGIC ITEMS

Fire Ball, Flesh Flaying, Strengthen Undead (X2).

GHOUL

WS	BS	S	T	Sp	Br	Int	W	PV
6	2	5	6	6	8	2	4	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

Claw Attack
Fearsome Monster

GIANT RAT

WS	BS	S	T	Sp	Br	Int	W	PV
5	-	3	5	10	6	6	1	½

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	1

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

Bite

GIANT VAMPIRE BAT

WS	BS	S	T	Sp	Br	Int	W	PV
6	-	3	6	12	8	7	1	½

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

Bloodsucking Bite

WOLF

WS	BS	S	T	Sp	Br	Int	W	PV
8	-	4	7	9	8	7	4	3

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

Bite